



EPISODE DESCRIPTIONS

CHILDREN'S PROGRAMMING

OCTOBER 2006

thirteen
WNET NEW YORK



SUNDAY, OCTOBER 1

6:30 AM MAKE WAY FOR NODDY (304) *The Magic Powder/Don't Be Scared Noddy*

The Magic Powder - The Goblins create a magic foot potion that compels everyone in Toy Town to dance, leaving Sly and Gobbo free to make mischief. Don't Be Scared Noddy - Shadows, noises and imaginary monsters make a good night's sleep impossible for Noddy. His friends help out with some essential advice.

7:00 AM BIG COMFY COUCH (611) *Between The Covers*

Major Bedhead comes to the rescue when Molly and Loonette run out of books to read.

7:30 AM CLIFFORD'S PUPPY DAYS (124) *Lights, Camera, Action/Basketball Babysitter*

Lights, Camera, Action - Inspired by a classroom visit by Ken Burns, Emily Elizabeth, Nina and Shun try to make a documentary highlighting people in their neighborhood. But they're so busy trying to do their jobs that they don't realize how they're messing up their interviews. After they learn a lesson from Clifford about having respect for others, they make a successful documentary. Basketball Babysitter - Evan get tickets to see his hero, Allan Houston, play basketball, and he's really excited. Emily Elizabeth and Clifford come along, and they strike up a friendship with Allan Houston's daughter, Remie, and her beagle puppy, Hoops. Evan winds up babysitting for Remie and Hoops during the game. He's happy to do it, but he winds up missing most of the game. But he's a good sport about it, and when Allan Houston makes it up to him by playing some one-on-one basketball with him - it's his dream come true!

8:00 AM THOMAS AND FRIENDS (305) *Special Days*

8:30 AM BOB THE BUILDER (405) *Valley Newcomers!*

While Bob builds a Sheep Shearing Station for Farmer Pickles, Sumsy spots a strange creature and accidentally spreads a terrible rumor of a beast in Sunflower Valley! Will Farmer Pickles and his cousin Baz, along with Sumsy be able to track down the beast? Scrambler and the can-do crew are very excited that Bob is building something special for the Valley children - their very own school! Scrambler is tasked with keeping the children occupied while the others work on the schoolhouse. He accidentally ruins Bob's plans by making games out of the materials! Will they be able to get the materials back to the work site and finish the school?

9:00 AM FRANNY'S FEET (111) *Reindeer to the Rescue/It's A Big Job*

A) Franny travels to northern Scandinavia, where she meets a young reindeer named Romper, who wishes he were bigger, and had antlers like his dad. Franny tries to help Romper by putting branches on his head to look like antlers. When a baby hare ends up trapped in a small hole, only Romper is small enough to rescue it. Romper and Franny learn that being a grown-up is nice, but you're never too small to be a big help. In Franny's Treasures, Franny and Bobby prompt the audience to identify animals that have antlers. B) Franny travels to the middle of the woods, where she meets Woody, an eager beaver who is trying to build a dam. Woody is in a big hurry to finish, but he can't figure out how to block the water. Franny convinces him that if he hurries too much, he won't be successful. Woody follows Franny's advice, carefully building a dam. In Franny's Treasures, Franny and Bobby help viewers learn about evergreens and trees that lose their leaves.

9:30 AM POSTCARDS FOR BUSTER (131) *Spring Break (Iqaluit, Canada)*

Spring break near the North Pole?? While Arthur is hanging out at the beach, Buster spends his spring break in far northern town of Iqaluit, capital of Nunavut. Buster quickly learns that the weather, as well as the way of life, are very different than what he's used to. But some things, like sledding down hills, are just like home!

10:00 AM ARTHUR (505) *The Lousy Week/You Are Arthur*

"The Lousy Week"--An army of lice has descended on the heads of Lakewood Elementary. Who or what is strong enough to defeat them? Principal Haney? Nurse Flynn? Mayonnaise? "You Are Arthur"--What if you could live in the Read house? What if you could run a race in Elwood City? What if you could be Arthur for a day? Kids can view Arthur's life through his very own eyes in this special episode.

10:30 AM MAYA AND MIGUEL (139) *Give Me A Little Sign*

Tito befriends a new boy, Marco, who is deaf. Marco starts to teach Tito some American Sign Language, and they decide to do a project together for the school's "Contraption Convention." But when Tito makes some pronunciation mistakes in school, he decides he doesn't want to do the project anymore (since it involves public speaking). Only when he sees how Marco persists in getting across what he wants to say - even when people misunderstand him at first - does he realize the value of practice and determination, and decides to go ahead with the project.

11:00 AM CYBERCHASE (103) *R-Fair City*

(topic: Probability and Chance) - Disguised as a gypsy, Hacker lures Digit to a fantastic cyber amusement park and holds him captive. When the kids arrive, they analyze the games of chance, figuring out which games are fair and which ones are not, and use what they learn to find Hacker and beat him at his own game before it's too late! The Big Idea: A game of chance is fair when nobody can tell who will win, but everyone has the same chance of being a winner.

MONDAY, OCTOBER 2

6:30 AM **BARNEY & FRIENDS (1010) *Winter and Summer***

Winter: When Baby Bop is surprised by the first day of cold weather, it's Barney that helps her see winter can be a wonderful time for fun. Baby Bop is getting discouraged, wondering if it will ever snow! Then, when she least expects it...the snow begins to fall! Summer: On a hot summer day, Barney teaches BJ about all the fun activities you can do during the summer. BJ gets so excited that he corrals Riff into joining him to do a whole summer's worth of activities, all in one day! With some help from Baby Bop and the children, Barney teaches BJ that summer means relaxation, too!

7:00 AM **SESAME STREET (4074) *Telly Joins The Letter of the Month Club***

While Alan is preparing Hooper's Store for Henrietta Honker's birthday, Telly Monster comes in and tells Alan just how excited he is to be a new member of the "Letter of the Month Club!" Just then, the delivery man, Vinnie, arrives at Hooper's Store with Telly's first letter, the letter "A." Then, noticing how excited Telly is about his letter, Vinnie then comes back with more letters of the alphabet, which are each designed differently to show a word that starts with that letter. For example, there's a button on the letter "D," and if you press it, the letter "D" says, "'D,' duh, dog..." Hooper's Store is now filled with letters and letter sounds, and there doesn't seem to be room for everyone who's coming to celebrate Henrietta's Honker's birthday. Telly then realizes that while he loves his alphabet collection, he loves his buddy Alan even more, and cares about his friend's birthday party. Although Telly knows he will miss his letters, he shows how much he cares by telling Vinnie to take out all the letters out of Hooper's Store in order to make room for the party. Just then, Vinnie returns with a miniature collection of the alphabet for Telly, who is happily surprised! Seth Green - Plays Vinnie the Delivery Guy from The Letter of the Month Club.

8:00 AM **CYBERCHASE (106) *Zeus on the Loose***

(topic: Fractions) - When the kids fail to stop Hacker from stealing Pandora's box in mythological Greece, they must solve a riddle and complete challenges to satisfy Zeus and earn a second chance. In the course of their adventure, Matt, Jackie and Inez discover that a fraction is a problem in sharing. The challenge is solving increasingly difficult problems in sharing while they confront a myriad of mythological creatures. The Big Idea: When you need to divide things up into parts and share them, fractions are the numbers you use.

8:30 AM **CURIOUS GEORGE (109) *Curious George, Dog Counter/Squirrel for a Day***

Curious George, Dog Counter - It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment. Squirrel For a Day - When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow-will car keys grow into a car? Will a rubber band grow into an inner tube?

9:00 AM **CLIFFORD THE BIG RED DOG (217) *Clifford's Cookie Craving/Jetta's Friend***

Clifford's Cookie Craving - Clifford's Big Idea: Be a Good Friend Mr. Bleakman bakes a giant cookie for the Birdwell Fair, then leaves it unattended. Clifford gets one whiff of it and, try as he might, simply can't resist the temptation to taste it. Mr. Bleakman forgives the Big Dog when he realizes that everyone makes mistakes -including the mistake of leaving too big of a temptation in front of a child. Jetta's Friend - Clifford's Big Idea: Be a Good Friend When her pen pal visits the island, nothing goes as Jetta planned, but to her own surprise, she has fun anyway!

9:30 AM **DRAGON TALES (305) *Itching for a Cure/The Big Race***

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go-carts. Stuck

together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

10:00 AM IT'S A BIG BIG WORLD (124) *Fish Out of Water/Burdette's Nest*

Fish Out Of Water: While out looking for ants, Bob comes across a rock with an image on it that looks like Ick. Afraid that Ick is stuck in the rock, he hurries off to ask for help. Snook and Madge tell the worried Bob that the rock he found is a fossil and explain how fossils form. EDUCATIONAL NOTES: Fossils - Fossils are the impressions or images in stone of animals that lived long ago. *Burdette's Nest*: There is a hole in Burdette's nest so she thinks she may need to move. Smooch and Snook try to help by patching the hole with mud, but when this doesn't work they consult Madge who teaches them that there are many different types of materials that birds use to make nests. They remind Burdette that she is the expert in what type of nest is best for her, and the three friends fix the hole together. EDUCATIONAL NOTES: Nests - Different birds build different types of nests that are suited for their needs.

10:30 AM JAKERS! (203) *Judging A Book*

When Meg is going to watch a DVD rather than read the book it's based on, Grandpa recalls the first time he ever got a book without pictures. As young Piggley reads the story, he imagines himself as the book's hero, Finn McCoul. EDUCATIONAL OBJECTIVE: Books are a key to your imagination.

11:00 AM CAILLOU (301) *Caillou The Detective*

Where's Gilbert? - Gilbert has gone missing and Caillou is very concerned. A search of the neighbourhood and the local animal shelter turns up nothing. Caillou thinks about what it would be like to have other kinds of pets, but concludes that Gilbert is the perfect pet and he wants him back! Luckily when they return home Gilbert is waiting for them on the porch. *Where I Saw it Last* - After a day in the park and a visit to an ice cream parlour with Jeffrey and Jason, Caillou realizes that he has misplaced his new toy car. Mom encourages him to remember where he saw it last. The last place Caillou remembers having it is in the ice cream parlour. When they return Caillou is happy to find that the waitress has his missing car! *Lost in the Jungle* - Caillou learns all about the jungle at playschool, and decides it would be an exciting place for a game of hide and seek. The other children join in - Leo hides, and the others pretend to be birds, snakes, monkeys and even a lion. Caillou follows the clues until he finally finds Leo, and the brave explorer is happy to see his friend.

11:30 AM BOB THE BUILDER (113) *Problem Solving*

Skip desperately tries to have a good idea in Skip's Big Idea. Will he have one? A problem with some floorboards causes problems for Mr Ellis's Exhibition until Bob has a solution. Lofty and Skip let their imaginations run wild in Lofty's Jungle Fun.

2:30 PM READING RAINBOW (203) *Ox-Cart Man*

Join LeMar Burton as he takes a trip back in time to Sturbridge Village, Mass. There he visits the blacksmith, the schoolhouse, and the general store in light of the book, "The Oxcart Man," who also learns a valuable lesson about goods and services during his trip to town.

3:00 PM BETWEEN THE LIONS (503) *Wings/What's in the Box?*

Watch out! The cubs find out what warnings mean, and why it's important to pay attention to them. key words: wings, box featured consonant sounds: w,

3:30 PM CURIOUS GEORGE (112) *Doctor Monkey/Curious George The Architect*

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound. *Curious George the Architect* - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

4:00 PM IT'S A BIG BIG WORLD (308) *A New Friend/El Dia Del Maestro*

A New Friend - There's a new Dragon in town-Lorca, a fun lovin', magic trick performin' extrovert who uses a purple wheelchair with sparkly wheels to get around. "I can't walk, so I roll instead!" The gang is fascinated by the wheelchair, since they've never really seen one before, but are even more fascinated by the amazing treasure map that Lorca reveals! Looks to be quite an adventure, so they all start out immediately to find the X that marks the spot. Along the way, the gang encounters obstacles that block their path, but through teamwork and quick thinking, they're able to help each other through the Forest of Darkness, over a quickly flowing river and across a field filled with "sleepytime fog!" And the buried prize? A box filled with spectacular kaleidoscopes resulting in the best treasure hunt ever! *El Dia del Maestro* - Every year, the students surprise Quetzal, on "El Dia del Maestro," the day of the teacher. Cassie's sister Sophie is supposed to help them make chalupas, Quetzal's favorite snack,

while Enrique teaches the rest of the dragons a special song. When Cassie learns that Sophie cannot help with the chalupas, she thinks that Quetzal's party will be ruined until Emmy convinces her to organize the group herself. At first the process is a little rocky as Cassie is reluctant to take charge, but she forms an assembly line and acts as supervisor. The chalupas are ready, and so is the chorus at the School in the Sky. Everyone surprises Quetzal, who is very touched by his students' efforts. He tells Cassie that the chalupas are the best he's ever tasted, and beams as the chorus sings for him in Spanish and English.

4:30 PM ARTHUR (401) *D.W.'s Library Card/Arthur's Big Hit*

When D.W. discovers that she can get her own library card, she rejoices at the world of books waiting for her. (Now if only she could sign her name to get the card in the first place...) In the second story, Arthur wonders if it's ever okay to hit someone. Sometimes you just get so mad, you wanna... pow! Arthur experiences considerable confusion, and finally clarity, as he finds himself on both ends of the hitting question.

5:00 PM CYBERCHASE (201) *Hugs & Witches*

It's Valentine's Day, and Hacker captures Doctor Marbles and Lady Ada Lovelace (Jane Curtin), placing them inside a time machine invented by the mathematically-minded Lovelace. The kids and Digit must decipher a series of poems left behind by Lady L, and free them from the time machine before it time travels to the nether world of cyberspace - never to return! Will the kids get there in time, or will Valentine's Day bring nothing but broken hearts?

TUESDAY, OCTOBER 3

6:30 AM **BARNEY & FRIENDS (1011)** *Caring and Rhythm*

Caring: It's a very special day at the Park...it's Barney's birthday, and there are surprises around every corner. When Barney begins to open his presents, Riff worries that his "handmade" gift won't be good enough. In the end, Barney loves Riff's gift and reminds everyone that the best gift of all is one that comes from the heart!
Rhythm: Baby Bop is practicing her marching because she will be joining a real marching rhythm band. The problem is she can't keep the beat. Barney, BJ and Riff help Baby Bop learn about rhythm just in time for her to join the band.

7:00 AM **SESAME STREET (4109)**

Abby has just moved to Sesame Street and she is looking for someone to play with. She first meets Oscar, who isn't very nice to her. This makes Abby begin to feel sorry that her family moved. Then she meets Snuffy and Big Bird and they invite her to play Hide-and-Seek with them and their friends. Abby is a little apprehensive about meeting everybody all at once and she doesn't know how to play Hide and Seek. Big Bird and Snuffy convince her not to be shy or afraid. Everyone is sure to like her- they already do! She takes Big Bird's hand and says that she's ready to go. She wants to learn everything. During her day on Sesame Street she learns to play Hide-and-Seek, count to ten, and how to turn a pumpkin into a toaster. She also meets so many new friends and they are all excited to meet her, too. They have never met a fairy godchild before. Elmo and Zoe ask Abby if she will be their friend and come back and play. This makes Abby float in the air, which is what happens when she is happy. Abby is so happy that she moved to Sesame Street!

8:00 AM **CYBERCHASE (201)** *Hugs & Witches*

It's Valentine's Day, and Hacker captures Doctor Marbles and Lady Ada Lovelace (Jane Curtin), placing them inside a time machine invented by the mathematically-minded Lovelace. The kids and Digit must decipher a series of poems left behind by Lady L, and free them from the time machine before it time travels to the nether world of cyberspace - never to return! Will the kids get there in time, or will Valentine's Day bring nothing but broken hearts?

8:30 AM **CURIOUS GEORGE (110)** *Curious George Discovers The "Poles"/Curious Georg*

Curious George Discovers the "Poles" - George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he's lost Bill's pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven't vanished; they've grown into frogs!
Curious George Finds His Way - Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. To make matters worse, it starts to get dark. It isn't until they begin to hear some familiar sounds they realize that with the combination of Hundley's sharp ears and George's good memory of what they'd heard along the way, they can find their way home.

9:00 AM **CLIFFORD THE BIG RED DOG (219)** *Flood of Imagination/Lights Out*

Flood of Imagination - It's raining and Cleo's going stir-crazy with boredom! But Clifford comes to her rescue by helping her to imagine an exciting action/adventure story. **Lights Out** - Mr. Bleakman and Clifford save the day when a big power failure threatens to paralyze Birdwell Island.

9:30 AM **DRAGON TALES (306)** *Flip Flop/Just for Laughs*

Flip Flop - While rummaging through a Cave Swap (Dragon Land's version of a garage sale), Wheezie is fascinated by a golden two-headed statue. Zak argues with Wheezie about adding more junk to their collection. While holding onto the statue, they both wish that the other could understand how they feel. The golden statue begins to glow. Suddenly, Zak starts acting like Wheezie, and Wheezie starts acting like Zak! They've been flip-flopped, and only the statue can switch them back. They fight over the statue, causing it to land in the river and wash away. As they catch up with it, Zak and Wheezie experience life from each other's perspectives. Just before they wish to switch back, they admit to appreciating each other's feelings. Then with a ZAP and a swirl of light, the twins are swapped back!
Just for Laughs - Today is the annual Dragon Land "Custard Egg Hunt." The gang must find six eggs, which Quetzal will place in a special pot for a yummy, magical surprise. To find these eggs, they must interpret a rhyme with clues to their location. Quetzal has his hands full, since Cassie's mother has left her toddlers Kiki and Finn temporarily in his care. The gang volunteers to help watch the little ones and look for the eggs. The clues may be difficult, but everyone learns that keeping up with Finn and Kiki is even more of a challenge! After some initial toddler mischief, the gang decides to take turns watching Kiki and Finn while searching for the last few eggs. Thanks to the some surprise help from the toddlers and teamwork from the gang, they find all the eggs and Quetzal places them in his special pot. A little sprinkle of sparkly dust and ...surprise! The custard eggs turn into a big, rainbow flavored custard creme cake for everyone to enjoy.

10:00 AM **IT'S A BIG BIG WORLD (125)** *Bones/Food and Plenty of It*

Bones: As Winslow races off to get his day started, he runs into a branch and hurts his arm. After a visit to Madge, he learns that he has bruised his arm bone and needs to keep it in a sling to let it heal. He doesn't want his injury to slow him down, though, and he continues swinging until he has both his arm and his leg in a cast! EDUCATIONAL NOTES: Bones - Bones make up our skeleton and together they hold us up, give our bodies shape, and make us strong. It is important to take care of our bones. Different animals have different types of bones and some animals don't have any. Food and Plenty of It: Burdette is very upset - all of the nuts on her favorite tree are gone! Even after Snook suggests she try something new to eat, she is determined to wait until more nuts grow back on that tree. However, talking so much about food makes Burdette even hungrier, so when Snook offers to sprinkle some nuts on his Papaya Pie, Burdette decides she's ready to try something new after all. EDUCATIONAL NOTES: Different Foods - All animals need to eat food to survive. When there aren't enough of our favorite foods, we need to look at alternatives - the foods we may not like as much but that are nutritious for us.

10:30 AM JAKERS! (204) *Return of the Raloo Rockers*

The Raloo Rockers want to go to Dublin to audition for Uncle Buck's Variety Express. But first they'll have to work hard - earning money for the trip and practicing hard so they'll be ready to perform. EDUCATIONAL OBJECTIVE: Rewards that are earned mean more than rewards that are given.

11:00 AM CAILLOU (302) *Caillou The Sports Star*

Everyone's Best - When Clementine shows up with a swimming ribbon on her chest, Caillou really wants to have one too. Grandma comes up with some very silly games with ribbons for prizes. Winning isn't that easy, Caillou soon finds out, but he imagines he's an Olympic Athlete and has a lot fun trying his best. He finally does win a ribbon in the straight face contest! Stronger Every Day - When a new, longer set of monkey bars is installed at the park, Caillou is disappointed that he can't climb as far as Leo. He asks his Daddy how he can get bigger and stronger and finds out that eating right, exercising and getting lots of sleep is the best way. Later, when Clementine and Billy join them Caillou finds he can lift up Billy's bike. He couldn't do that last year! Caillou realizes he's getting stronger every day! No More Training Wheels - With training wheels on his bike, Caillou is having trouble keeping up with Sarah. After imagining himself riding in a real grownup bike race Caillou decides he's ready to try riding without his training wheels. It proves to be harder than he thought, however, and he quits in frustration. Daddy explains it's okay to wait until he's really ready. He goes back to his training wheels and the next day Sarah shows up on her new roller blades - now she's travelling at his speed.

11:30 AM BOB THE BUILDER (201) *Bob's Big Plan*

When Bob and the team are building an extension to the offices of Mr Adams the local architect, Bob hears of a competition to build a brand new town in nearby Sunflower Valley, a place Bob knows very well from his childhood. Mr Adams shows Bob his idea. There are to be night clubs, restaurants, tower blocks - it's going to be big and glitzy and noisy. The machines ask Bob what Sunflower Valley is like now and Bob shows them by projecting some old home movies on to the workshop door. It's a beautiful place bursting with lovely sunflowers. Bob explains that the Sunflowers will probably have to be dug up to make way for the new city. Can Bob build it? Yes he caaaaaan!

2:30 PM MR. ROGERS NEIGHBORHOOD (1487) *Play*

Mister Rogers visits a toy factory to show the thought and care that goes into making playthings for children. In the Neighborhood of Make-Believe, everyone is feeling sad about the king's rule of "no play." Lady Elaine Fairchilde tries to change his mind and when she can't, announces she will not live in a place where people are not allowed to play. She packs up her Museum-Go-Round and leaves!

3:00 PM BETWEEN THE LIONS (609) *The Coyote and the Rabbit/The Gingerbread Man*

A hungry coyote gets tricked by a clever rabbit who claims she can beat him in a race, and a gingerbread man who thinks he can outrun everybody gets tricked by a fox. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds soft c and soft g, and explains the concept of contractions.

3:30 PM CURIOUS GEORGE (109) *Curious George, Dog Counter/Squirrel for a Day*

Curious George, Dog Counter - It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment. Squirrel For a Day - When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow - will car keys grow into a car? Will a rubber band grow into an inner tube?

4:00 PM DRAGON TALES (305) *Itching for a Cure/The Big Race*

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

4:30 PM ARTHUR (402) *Hide and Snake/Muffy's New Best Friend*

The kids capture a snake and learn that it's possibly poisonous--but only after it gets lost in Arthur's house! Can they find the snake before Arthur's parents discover their slippery little secret? In the second story, Muffy is interviewing for a new best friend. She and Francine are usually inseparable, but lately it seems they have less in common than they thought. Will the girls realize that even the best of friends can have different interests?

5:00 PM CYBERCHASE (402) *The Icky Factor*

Hacker launches his most dastardly and secretive scheme ever! He's building a device so dastardly, victory over Cyberspace is in his sights. His cunning contraption calls for an unusual power source -the Electric Eel of Aquari-Yum. To get the eel, Hacker traps its guardian, cyberslug Icky, far from home. The kids and Digit must use the concept of factoring to save the day. But can they rescue Icky and stop Hacker from stealing the Electric Eel?

WEDNESDAY, OCTOBER 4

6:30 AM **BARNEY & FRIENDS (1012) *Playing Games and Fun with Reading***

Playing Games: Baby Bop has trouble following the rules and taking turns while playing games, so Barney and Riff help her learn how to follow the rules. In the end, Baby Bop and BJ have fun playing together, and Baby Bop learns that rules make games fun for everyone! **Fun with Reading:** BJ hurts his toe while pretending to be Captain Pickles. When Barney suggests he rest in the caboose, BJ becomes frustrated, as he'd rather be outside playing. Barney reminds him of the wonderful world of books, and the little dinos decide to write a book of their own...based on the exciting true-life adventures of Captain Pickles!

7:00 AM **SESAME STREET (4068) *Telly Falls from His Pogo Stick***

Telly is boinging all over Sesame Street on his pogo stick as he sings with three pogo stick "boingers" who are also boinging. As Telly attempts a huge boing, he crashes and falls off his pogo stick. He is not hurt and Maria tries to help him get back on. Telly is very afraid of getting back on his pogo stick and expresses his feelings. He wonders if maybe he's not as good as he thought he was and worries that he'll fall again if he gets back on. Big Bird tells Telly a story about when he was roller skating and fell and had to move past his fear and skate again. Others share stories to help Telly cope with his fear and finally, the three "boingers" come back and help Telly see that he needs to get back on his pogo stick again. Venus Williams - In "Imaginary Champion" with Elmo.

8:00 AM **CYBERCHASE (402) *The Icky Factor***

Hacker launches his most dastardly and secretive scheme ever! He's building a device so dastardly, victory over Cyberspace is in his sights. His cunning contraption calls for an unusual power source -the Electric Eel of Aquari-Yum. To get the eel, Hacker traps its guardian, cyberslug Icky, far from home. The kids and Digit must use the concept of factoring to save the day. But can they rescue Icky and stop Hacker from stealing the Electric Eel?

8:30 AM **CURIOUS GEORGE (111) *Water to Ducks/Animal Magnetism***

Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck? **Animal Magnetism** - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

9:00 AM **CLIFFORD THE BIG RED DOG (220) *A Big Help/The Trouble with Kittens***

A BIG HELP: Cleo and T-Bone notice how often Clifford is able to use his large size to help out. But when the kittens, Billy and Betty, get stuck in a tree, the little dogs learn that you don't have to be big to be helpful. **THE TROUBLE WITH KITTENS:** When kittens Betty and Billy insist on playing in Mr. Bleakman's yard, Clifford does his best to keep them out.

9:30 AM **DRAGON TALES (307) *Lucky Stone/Max Loves A Train***

Lucky Stone - Max and Emmy are skipping rocks from the edge of the river. They find a pretty heart-shaped stone and after admiring it, skip that one too! As they make their way down the riverbank, they come across a very gloomy Ord. Why so glum? Ord has lost his heart-shaped stone that will bring him luck when he does his flying tricks during fly-time in school today. How will he perform without it? The group splits up to find it: Max and Ord stay on land to practice Ord's flips while the rest of the gang embarks on an underwater adventure in search of the heart-shaped stone. Once they find the stone, Ord is thrilled and stows it safely in his pouch. As he is performing, the stone falls to the ground - but Ord doesn't notice and continues performing flawlessly! Ord learns that he doesn't need the stone after all - all he has to do is believe in himself. **Max Loves a Train** - Max loves trains and has his heart set on riding the Dragon Land Express. Outfitted in his engineer's hat, Max excitedly boards the front of the train so that he can pull the whistle on cue. Minutes into their ride through Dragon Land, the train stops abruptly. The gang is surprised to see that some of the tracks are missing! Max is terribly disappointed that he cannot continue his ride. As the friends set out to find the missing tracks, they come up with fun ways to help Max cope with his disappointment and sadness including forming an imaginary flying train that soars through the sky. When at last they find the tracks and resume their ride on the Dragon Land Express, Max pulls the whistle with excitement, but admits that their imaginary train was almost as much fun.

10:00 AM **IT'S A BIG BIG WORLD (126) *The Sting/Growing***

The Sting: Wartz brings his frog friend Greenie to meet Snook and as they are showing him around, Stripey the bee arrives. Greenie quickly hops away and later admits to Wartz that he is afraid of bees. After he learns some ways to stay safe around bees, Greenie realizes that he shouldn't be so afraid. **EDUCATIONAL OBJECTIVE:** Bees - Learning about bees can help us stay calm around them and avoid getting stung. **Growing:** Madge and Snook are playing cards and start to think back to all of the special things that have happened in the World Tree over the past year. They talk about Wartz's metamorphosis, Burdette's molting, and how wonderful it is that everyone is always changing and growing. **EDUCATIONAL OBJECTIVE:** Growth and Change - Living things grow and change. Even though we may grow and look different on the outside, it doesn't change who we are inside.

10:30 AM JAKERS! (205) *How Much Is That Dragon?*

CAPTAIN CUMARA PROMISES FERNY A BRAND NEW PET. BUT FERNY FORGETS TO ASK THE CAPTAIN WHAT KIND OF PET - SO PIGGLEY AND THE LADS TRY AND FIGURE IT OUT. WILL IT BE A DANCING FISH? OR A GIANT MOUSE? OR MAYBE EVEN A BUNCH OF MONKEYS! EDUCATIONAL OBJECTIVE: Getting the facts is a good idea - but a little fun with your imagination first doesn't hurt!

11:00 AM CAILLOU (303) *Caillou The Builder*

Caillou the Road Builder - There's been a big storm and the playschool yard is littered with branches and other debris. The children all pitch in to help clean up the playground. When Caillou and his friends, Leo and Clementine, finish their cleanup duties they decide to build a road through the sandlot. Using simple tools and their imaginations they lay out a road, build a bridge, dig a tunnel, and even plant a tree fashioned from a leafy twig. Caillou's Building Adventure - When Daddy and Grandpa help a charity build a new home for a needy family, Caillou comes along to help hand out sandwiches. He gets to watch the grownups at work, and imagines himself as a construction worker. He also meets a new friend, Frankie, who shows Caillou where his new bedroom will be. House in the Sky - Mommy and Caillou go to visit an old friend of Mom's and her four-year-old son Kevin. Caillou is surprised to find that Kevin lives in a house in the sky - in an apartment building! He's never been in one before and finds it to be quite an adventure. He likes riding the elevator, and how the view of the city below is just like looking down on the ants in his backyard.

11:30 AM BOB THE BUILDER (202) *New Homes for the Team*

It's the team's first full day in Sunflower Valley and the machines are all a bit nervous of the mammoth job ahead. All except for Muck who is determined to show that he's not a bit worried. Travis arrives with Bob's new mobile home, along with Stowaway Spud. Bob announces that the very first job in Sunflower Valley will be to build a hard standing to support the mobile home. It's getting dark and they have no electricity, so Muck volunteers to collect some firewood from the forest. Spud offers to help. With the building job underway, Muck and Spud venture further into the forest, collecting more and more wood until they realize that they are lost. Spud starts to panic and Muck wishes he hadn't pretended to be brave. Back at Bob's mobile home, the team finish the hard standing. They wonder where Muck and Spud have got to and decide to make a start on the fire with the wood they have to hand. Meanwhile, in the forest, Muck discovers his tracks in the ground. He realizes that he's found a way out of the forest! Muck and Spud finally arrive at the camp, and Spud is delighted to find Bob making some yummy toast on the roaring campfire. Muck is sorry that he pretended that he was so brave. Bob assures him that it's alright and they are all a little bit scared - but they are going to have lots of fun too!

2:30 PM READING RAINBOW (101) *Tight Times*

3:00 PM BETWEEN THE LIONS (504) *A Shower of Stars/Two Moons and One Lagoon*

The Lion family stays up late to watch a beautiful meteor shower, and then reads a story about a queen who wants to touch the moon. key words: stars, moon featured consonant sounds: st, n

3:30 PM CURIOUS GEORGE (110) *Curious George Discovers The "Poles"/Curious Georg*

Curious George Discovers the "Poles" - George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he's lost Bill's pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven't vanished; they've grown into frogs! Curious George Finds His Way - Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. To make matters worse, it starts to get dark. It isn't until they begin to hear some familiar sounds they realize that with the combination of Hundley's sharp ears and George's good memory of what they'd heard along the way, they can find their way home.

4:00 PM DRAGON TALES (306) *Flip Flop/Just for Laughs*

Flip Flop - While rummaging through a Cave Swap (Dragon Land's version of a garage sale), Wheezie is fascinated by a golden two-headed statue. Zak argues with Wheezie about adding more junk to their collection. While holding onto the statue, they both wish that the other could understand how they feel. The golden statue begins to glow. Suddenly, Zak starts acting like Wheezie, and Wheezie starts acting like Zak! They've been flip-flopped, and only the statue can switch them back. They fight over the statue, causing it to land in the river and wash away. As they catch up with it, Zak and Wheezie experience life from each other's perspectives. Just before they wish to switch back, they admit to appreciating each other's feelings. Then with a ZAP and a swirl of light, the twins are swapped back! Just for Laughs - Today is the annual Dragon Land "Custard Egg Hunt." The gang must find six eggs, which Quetzal will place in a special pot for a yummy, magical surprise. To find these eggs, they must interpret a rhyme with clues to their location. Quetzal has his hands full, since Cassie's mother has left her toddlers Kiki and Finn temporarily in his care. The gang volunteers to help watch the little ones and look for the eggs. The clues may be difficult, but everyone learns that keeping up with Finn and Kiki is even more of a challenge! After some initial toddler mischief, the gang decides to take turns

watching Kiki and Finn while searching for the last few eggs. Thanks to the some surprise help from the toddlers and teamwork from the gang, they find all the eggs and Quetzal places them in his special pot. A little sprinkle of sparkly dust and ...surprise! The custard eggs turn into a big, rainbow flavored custard creme cake for everyone to enjoy.

4:30 PM ARTHUR (404) *The Contest/Prove It*

What would happen if Arthur and his friends entered a contest to write story ideas for the favorite television show? The kids realize that winning would be great but that writing and sharing is the best part. In the sceond story, D.W. has discovered science. But D.W.'s new-found passion proves that a little knowledge is a dangerous thing. Can Arthur get D.W. to the Exploratorium before she convinces all the kids that the sky is blue because brown and green were already taken?

5:00 PM CYBERCHASE (118) *Problem Solving In Shangri-La*

(Topic: Problem Solving) - Hacker is holding the kids captive aboard the Grim Wreaker, when a storm forces the Wreaker to land on a snowy mountaintop. They are taken prisoner by a peaceful but mysterious Zen Master, who devises a game of strategy to test their problem solving skills. The winner of the game will be set free - the loser will remain a prisoner. In the battle of brainpower, the kids discover that each of them has a different way of solving problems -and that despite anger and frustration, they need to be tolerant of these differences. Hacker, of course, has his own way of solving problems. Working together, the kids find a way to defeat Hacker and gain their freedom. The Big Idea: Treat tough math problems like a challenging game. Set a game plan, and as you play, see how it goes. Take time to review and revise before playing again. Work on your problem as long as you can, but stop before anger and frustration overtake your desire to play.

THURSDAY, OCTOBER 5

6:30 AM **BARNEY & FRIENDS (1013) *Making Mistakes and Separation***

Making Mistakes: BJ's enthusiastic efforts to decorate the park go awry when he accidentally paints the caboose several different colors. Barney helps BJ learn that everyone makes mistakes. Together with his friends, BJ cleans up the mess he made on the caboose. **Separation:** Baby Bop can't wait for BJ and Riff to go on their camping trip so she can have Barney and the park all to herself! But, once they're gone, she discovers she misses them, and the more time that goes by, the more she realizes she misses them! Barney shows Baby Bop ways to keep friends close in our hearts while they're away.

7:00 AM **SESAME STREET (4106) *Bob's Deaf Niece Visits Sesame Street***

Rosita and Telly want to play a game of tag but they can't find anyone to play with them. They meet Bob's niece Samara and wonder if she would like to play. She can't hear them because she is deaf. Rosita and Telly are concerned because they don't know how they will be able to all speak and play together. Samara explains that even though she can't hear them, she can talk to them by using sign language. They have a lot of fun learning, playing, and also signing and saying the alphabet together. Everyone on Sesame Street gets so excited about sign language that they all can't wait to learn more.

8:00 AM **CYBERCHASE (118) *Problem Solving In Shangri-La***

(Topic: Problem Solving) - Hacker is holding the kids captive aboard the Grim Wrecker, when a storm forces the Wrecker to land on a snowy mountaintop. They are taken prisoner by a peaceful but mysterious Zen Master, who devises a game of strategy to test their problem solving skills. The winner of the game will be set free - the loser will remain a prisoner. In the battle of brainpower, the kids discover that each of them has a different way of solving problems -and that despite anger and frustration, they need to be tolerant of these differences. Hacker, of course, has his own way of solving problems. Working together, the kids find a way to defeat Hacker and gain their freedom. **The Big Idea:** Treat tough math problems like a challenging game. Set a game plan, and as you play, see how it goes. Take time to review and revise before playing again. Work on your problem as long as you can, but stop before anger and frustration overtake your desire to play.

8:30 AM **CURIOUS GEORGE (112) *Doctor Monkey/Curious George The Architect***

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound. **Curious George the Architect** - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

9:00 AM **CLIFFORD THE BIG RED DOG (221) *Led Astray/Wedding Bell Blues***

ASTRAY: Clifford's new friend Artie is up to no good...and he talks Clifford into joining him. He "borrows" Cleo's favorite toy and helps dig a big hole. Clifford soon realizes that being friends with Artie isn't worth getting in trouble. **WEDDING BELL BLUES:** The children's teacher, Miss Carrington, is getting married and leaving the school. The kids imagine what their new, "interesting" teacher Mrs. Grumbly will be like.

9:30 AM **DRAGON TALES (308) *A New Friend/El Dia Del Maestro***

A New Friend - There's a new Dragon in town-Lorca, a fun lovin', magic trick performin' extrovert who uses a purple wheelchair with sparkly wheels to get around. "I can't walk, so I roll instead!" The gang is fascinated by the wheelchair, since they've never really seen one before, but are even more fascinated by the amazing treasure map that Lorca reveals! Looks to be quite an adventure, so they all start out immediately to find the X that marks the spot. Along the way, the gang encounters obstacles that block their path, but through teamwork and quick thinking, they're able to help each other through the Forest of Darkness, over a quickly flowing river and across a field filled with "sleepytime fog!" And the buried prize? A box filled with spectacular kaleidoscopes resulting in the best treasure hunt ever! **El Dia del Maestro** - Every year, the students surprise Quetzal, on "El Dia del Maestro," the day of the teacher. Cassie's sister Sophie is supposed to help them make chalupas, Quetzal's favorite snack, while Enrique teaches the rest of the dragons a special song. When Cassie learns that Sophie cannot help with the chalupas, she thinks that Quetzal's party will be ruined until Emmy convinces her to organize the group herself. At first the process is a little rocky as Cassie is reluctant to take charge, but she forms an assembly line and acts as supervisor. The chalupas are ready, and so is the chorus at the School in the Sky. Everyone surprises Quetzal, who is very touched by his students' efforts. He tells Cassie that the chalupas are the best he's ever tasted, and beams as the chorus sings for him in Spanish and English.

10:00 AM **IT'S A BIG BIG WORLD (123) *The Sloth Must Be Crazy/Smarter Than You Think***

The Sloth Must Be Crazy: A shiny, green object falls from the sky, and before Snook can explain to Bob what it is, Bob decides to investigate the mystery object for himself. When Bob finally goes to see Madge, she helps him put all of the information he's learned together to discover that the object is an apple. **EDUCATIONAL NOTES:** Investigative techniques - When we encounter

an object we've never seen before, there are several ways we can help determine what it is: using our senses, comparing it to other items, and examining it closely. Smarter Than You Think: Winslow worries that everyone is smarter than he is, so he visits Madge, who reminds him of times when he learned new things. As she explains that everyone learns in different ways, Winslow remembers a time when he solved a mystery and realizes that everyone is smart in their own way - including him! EDUCATIONAL NOTES: Learning - Everyone is smart in different ways and there are lots of different ways to learn. Sometimes we're learning and we don't even realize it.

10:30 AM JAKERS! (206) *Mi Galeon*

Grandpa recounts the story of the time he, Dannan, and Ferny all built miniature ships and entered the Raloo River Race. Unfortunately, Don Toro lets his enthusiasm get the better of him and he does most of the work building Ferny's entry. The ship is fantastic, but Ferny feels like he didn't contribute enough. In the end, Ferny overcomes his fear of hurting his papa's feelings, and speaking up, asserts his right to build his own boat. EDUCATIONAL OBJECTIVE: Express your feeling BEFORE they build up and explode!

11:00 AM CAILLOU (304) *Caillou to the Rescue*

Caillou Helps Out - Rosie is teething and just can't seem to fall asleep, so big brother Caillou decides to help. He sings her a song and finds her favourite bunny, but it isn't until he tells her a very imaginative bedtime story that she finally drifts off into the land of dreams. Caillou the Firefighter - The Fire chief visits Caillou's playschool to teach the children about fire drills. When Caillou is lifted up for a turn sitting in the big fire truck he imagines he is a firefighter himself hurrying through town to save the day. At the end of his turn Caillou announces he will be a firefighter when he grows up! The Fire Chief says he'd be glad to have Caillou on the team. Caillou to the Rescue - After a mischievous Rosie hides Caillou's cars between the cushions on the sofa, Leo and Caillou have a grand adventure pretending that they are tow truck drivers and crane operators rescuing the cars from their hiding places.

11:30 AM BOB THE BUILDER (203) *A Skiplod of Surprises*

Bob and the team are drilling a special well at their homestead. The well has its own water tank, which needs to be raised from the ground on rocks. Wendy and Scrambler arrive for the first ever time in Sunflower Valley. Wendy has even brought a surprise - Talkie Talkies - A radio-headset system to help them in Sunflower Valley. Dizzy and Scrambler offer to find some rocks for the tank, taking their Talkie-Talkies with them. Muck can come and collect the rocks when they've found them. Wendy reminds them not to get lost! Lofty, with his new drill attachment, gets to work drilling the well while Scrambler and Dizzy explore the valley. They spot some unusual landmarks on the way - a boulder, a tree stump and some rocks! Dizzy alerts Muck on his Talkie Talkie and tries to guide Muck to their location using the unusual landmarks they saw on the way. Unfortunately, Dizzy gets her directions a little wrong and soon Muck is lost. Back at the homestead, Bob attaches a hand pump to the well and demonstrates how it'll draw water into the tank until it's needed - but now they need Dizzy's rocks! Meanwhile Dizzy has had a great idea. Using her Talkie Talkie, she realizes that they both can see a big hill with a cloud on top - she tells Muck to head straight for it. Once reunited, Muck, Dizzy and Scrambler realize that they still have to work out how to get home. Dizzy contacts Roley, and by using the same method, quickly guides everyone back to the homestead. The team get to work on the rocky platform for the water tank and soon the job is done!

2:30 PM MISTER ROGERS' NEIGHBORHOOD (1489) *Play*

Mister Rogers visits an underground mushroom farm. In the Neighborhood of Make-Believe, King Friday is reconsidering his "no play" rule, and Officer Clemmons finds Lady Elaine Fairchilde.

3:00 PM BETWEEN THE LIONS (201) *The Sad Dad*

Theo reads a story, starring Bruno Kirby and Denny Dillon, about a sad dad who gets advice from a wise woman and ends up with chickens, goats, cows and an elk in his house. Featured text: folktale. Key word: sad. Target vowel: short a.

3:30 PM CURIOUS GEORGE (111) *Water to Ducks/Animal Magnetism*

Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck? Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

4:00 PM DRAGON TALES (307) *Lucky Stone/Max Loves A Train*

Lucky Stone - Max and Emmy are skipping rocks from the edge of the river. They find a pretty heart-shaped stone and after admiring it, skip that one too! As they make their way down the riverbank, they come across a very gloomy Ord. Why so glum? Ord has lost his heart-shaped stone that will bring him luck when he does his flying tricks during fly-time in school today. How will he

perform without it? The group splits up to find it: Max and Ord stay on land to practice Ord's flips while the rest of the gang embarks on an underwater adventure in search of the heart-shaped stone. Once they find the stone, Ord is thrilled and stows it safely in his pouch. As he is performing, the stone falls to the ground - but Ord doesn't notice and continues performing flawlessly! Ord learns that he doesn't need the stone after all - all he has to do is believe in himself. *Max Loves a Train* - Max loves trains and has his heart set on riding the Dragon Land Express. Outfitted in his engineer's hat, Max excitedly boards the front of the train so that he can pull the whistle on cue. Minutes into their ride through Dragon Land, the train stops abruptly. The gang is surprised to see that some of the tracks are missing! Max is terribly disappointed that he cannot continue his ride. As the friends set out to find the missing tracks, they come up with fun ways to help Max cope with his disappointment and sadness including forming an imaginary flying train that soars through the sky. When at last they find the tracks and resume their ride on the Dragon Land Express, Max pulls the whistle with excitement, but admits that their imaginary train was almost as much fun.

4:30 PM ARTHUR (405) *The Blizzard/The Rat Who Came to Dinner*

A big blizzard comes to Elwood City, taking out the electricity (and--gasp--television!) and sending residents scrambling for supermarket supplies. Can neighbors find ways to help each other survive through the storm? In the second story, the unthinkable is happening... Arthur's teacher is moving in! After his roof collapses, Mr. Ratburn stays with the Reads in order to teach and grade Arthur every second of the day! Or so Arthur fears!

5:00 PM CYBERCHASE (303) *A World Without Zero*

Why does glamorous Gollywood go ga-ga when a nobody like Mister Z skips town? It's a fiendish Hacker scheme, of course. Because of a poison pen campaign devised by Hacker, Mister Z feels worthless and unwanted. He decides to leave Gollywood, taking his zeroes with him. The sudden disappearance of the number zero causes confusion and chaos, exactly as Hacker planned. As Hacker becomes the biggest star in Gollywood, the kids and Digit must show Mister Z he does indeed have a value by demonstrating the importance of the number zero.

FRIDAY, OCTOBER 6

6:30 AM **BARNEY & FRIENDS (1014) *Days of the Week and Sharing***

Days of the Week: BJ, Baby Bop and Riff can hardly wait for the petting zoo that is coming to the park! Barney helps them pass the time while teaching them about the days of the week. When the animals finally do arrive, everyone realizes that it was all worth the wait! Sharing: Riff feels terrible when he accidentally wrecks BJ's beloved scooter! BJ loved that scooter more than almost anything! So Riff and Baby Bop decide to have a sale in the park to raise money to buy BJ a new scooter.

7:00 AM **SESAME STREET (4110)**

It's Abby's first day of Storybook Community School and she is so excited to learn everything! Mrs. Goose introduces Abby to the class and they make her feel at home by singing her the "Welcome Song". Next it's time for Show and Tell. It is Abby's turn, but she didn't know that she was supposed to bring something to share. Abby decides to use her magic wand to leave school and ask Elmo for help. Elmo thinks that the class would love to see her wand. As he says this, he accidentally taps his head with her wand and he disappears, suddenly appearing at Abby's school. Now that Elmo is at her school, Abby thinks that it would be more fun to introduce Elmo to the class during Show and Tell. Then she can tell everyone what a good friend he is. Mrs. Goose allows Elmo to be a guest for the day and the class sings him the "Welcome Song." Abby is having a great first day of school and she is so happy to be learning so many new things.

8:00 AM **CYBERCHASE (303) *A World Without Zero***

Why does glamorous Gollywood go ga-ga when a nobody like Mister Z skips town? It's a fiendish Hacker scheme, of course. Because of a poison pen campaign devised by Hacker, Mister Z feels worthless and unwanted. He decides to leave Gollywood, taking his zeroes with him. The sudden disappearance of the number zero causes confusion and chaos, exactly as Hacker planned. As Hacker becomes the biggest star in Gollywood, the kids and Digit must show Mister Z he does indeed have a value by demonstrating the importance of the number zero.

8:30 AM **CURIOUS GEORGE (113) *Zoo Night/Charkie Escapes***

Zoo Night - George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! Charkie Escapes - Dog sitting Charkie is always a challenge but it's especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charkie tied up, Charkie comes up with a way of slipping out of her leash. It takes all of George's problem solving skills to find a way to keep Charkie from running away...until George discovers that she likes playing soccer too.

9:00 AM **CLIFFORD THE BIG RED DOG (107) *Clifford & The Beanstalk/An Itchy Patch***

Clifford and the Beanstalk - Emily works hard to prepare for her audition for the lead in the school play, but loses the role to Jetta, who worries more about what she'll wear than about learning her lines. Emily steps in and plays the lead role at the last minute, and Jetta learns that it's hard work and preparation are what make you successful. Itchy Patch - Clifford is itching like crazy but tries hard to stop when he hears Emily say that she'll take him to the vet if he keeps it up. With the help of Cleo and T-Bone, Clifford tries every trick to conceal his discomfort to avoid a trip to the doctor! But Clifford soon learns the value of trust in an unknown situation.

9:30 AM **DRAGON TALES (309) *Finn's Blankie/Let's Dance***

Finn's Blankie - Cassie's mom has accidentally sent Cassie's little brother Finn's blankie to the Dragon Land Laundry. Finn has never been separated from his blankie and is having a hard time coping without it. His tantrums and whimpering prompt Cassie to bring Finn and the gang on a trip to retrieve the blankie. Along the way, the group helps Finn cope without his blankie when faced with challenges. Once they reach the laundry, a giant storm has blown through and strewn the laundry all over. While sorting through the mess to find the blankie, the gang cheers Finn up by playing dress-up with the laundry. Finn dressed as a pirate, laughs himself into a pile of clothes, where he finds his blankie! Let's Dance - Patience has never been one of Wheezie's virtues. While the group is playing in a patch of peekaboo flowers, they stumble upon Greta the Gremlin. She's holding three magical boxes and is about to open them for the gang, when a gust of wind blows the hat off her head and far into the distance. Ord, Cassie, Max and Emmy bolt after the hat as Greta tosses the magical boxes to Wheezie-asking her to guard and not open them until she gets back. Wheezie can't stand it. Beside herself with curiosity, she opens one of the magic boxes-which plays music that causes them to dance uncontrollably. Once they finally stop, Zak tries to help Wheezie be patient and not think about the remaining boxes. It works for a moment, but Wheezie snaps and opens the second box-revealing another bittersweet surprise. The gang arrives and helps their impatient friend by distracting her with a game of Red Light/Green Light until Greta returns. Once she does, Wheezie confesses that she opened the boxes. Greta graciously understands and hands her the third. Under Greta's guidance and using

her magical words, the third box produces a maypole with streamers that lifts everyone into the air and playfully swings them around-fun worth waiting for!

10:00 AM IT'S A BIG BIG WORLD (127) *The Big Race/You Are What You Are*

The Big Race: Winslow and Smooch are racing through the World Tree and race right into Snook! Winslow wants to organize a race to prove he is the fastest animal in the tree, but Snook suggests that they have a relay race and let each animal participate. Winslow agrees and they all move at their own pace in a World Tree relay race! EDUCATIONAL OBJECTIVE: Same/Different Animal Characteristics -Different animals have different ways of getting around and move at different speeds.You Are What You Are: When Madge tells Wartz that her flowers couldn't live without water, he wonders if that means that plants and fish are related. Madge explains that just because two things are similar, it doesn't mean they are the same. She and Wartz talk about the unique characteristics of the animals in the World Tree and how even though you may have things in common with others, and though you yourself may change over time, you always stay who you are inside. EDUCATIONAL OBJECTIVE: Animal Characteristics and Identity - We are all different in our own special way. We may change as we grow, and we can pretend to be other things, but that doesn't change who we are inside.

10:30 AM JAKERS! (207) *The Gift*

Piggley wants a new snow sled for his birthday but his father can't afford it. Piggley learns that sometimes the best gifts are those from the heart. EDUCATIONAL OBJECTIVE: Sometimes the best gifts are those from the heart.

11:00 AM CAILLOU (305) *Caillou The Brave*

Caillou and the Big Slide - The playschool is going swimming, and it's Caillou's very first time on a water slide, but he's a little nervous and doesn't want to slide down it. Miss Martin tells him it's natural to be afraid of things the first time you try them - why, she was afraid of the swings when she was a little girl. Caillou musters up his courage and, pretending he's a brave mountain climber, he climbs up the ladder and slides down, discovering how fun water slides really are!Caillou the Sailor - Mommy and Daddy are going out to a party and Caillou is excited to hear that Grandpa is coming to babysit. When Grandpa arrives he brings a couple of surprises - a book about sailing ships and a real telescope. Caillou learns all about the old ships and how to salute when you say 'Aye aye Captain!' When a thunderstorm starts to rage outside Caillou is a little scared, until he pretends he's a very brave sea captain who's not afraid of storms!Creepy Crawlies! - Rosie doesn't like bugs - she thinks they're icky! Caillou on the other hand loves bugs since he learned all about them at playschool. He decides to teach his little sister about all the different kinds of insects in their backyard. Thanks to Caillou's stories and drawings, Rosie soon likes bugs too, almost as much as Caillou does.

11:30 AM MISTER ROGERS' NEIGHBORHOOD (204) *Wendy Moves The Valley*

Now that Robert has taken over at the old yard, Wendy can finally move to Sunflower Valley! Bob is still in Bobsville, while the machines are in charge of setting up Wendy's caravan, complete with solar panels, as a special surprise - Wendy thinks she'll be staying in a tent! Back in Bobsville, Dot cooks everybody eggs for their breakfast. Bob needs to collect some special materials for Wendy's caravan and head off to Sunflower Valley. Wendy meanwhile is showing Dot how the office works, before packing up and moving. Wendy realizes she's going to miss one thing in particular, Farmer Pickles' speckled hen's eggs. Bob and Robert arrive at JJ's to collect the special materials. Bob's in hurry while Robert quickly becomes absorbed in JJ's supplies catalogues! With his Dad slowing them down, Bob worries how they are going to get everything done in time. At the homestead, the machines carefully position Wendy's caravan, start work on a wood chipping pathway to the caravan door and a dig some flower beds for Wendy's little front garden - Scoop worries that they'll need Bob very soon, and he hasn't left Bobsville yet! Robert is sidetracked! Suddenly Bob gets a call from Wendy she needs some more boxes from the recycling centre! Bob quickly loads up Wendy's boxes while Robert sniffs around for other bits. With the Boxes loaded, Bob is desperate to get going. But Robert is nowhere to be seen. Where is Robert?

3:00 PM BETWEEN THE LIONS (507) *Sylvester and the Magic Pebble/I Miss You, Stinky*

It's hard to be away from your family, especially when you've been turned into a rock, or the cheetah taking you home doesn't want to leave the jungle. key words: picnic, mama featured consonant sounds: p, m

3:30 PM CURIOUS GEORGE (112) *Doctor Monkey/Curious George The Architect*

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound.Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

4:00 PM KIDS' PICKS (Kids Picks)

4:30 PM **KIDS' PICKS** (Kids Picks)

5:00 PM **CYBERCHASE** (403) *Penguin Tears*

Hacker's secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the principles of bouncing in order to break out. Can they escape in time or will Hacker's plan succeed?

SUNDAY, OCTOBER 8

6:30 AM MAKE WAY FOR NODDY (305) *Mr. Plod In Jail/Noddy, The Best Driver in the Wor*

Mr. Plod in Jail - Overly-officious Mr. Plod shows no leniency as he books everyone for even the most minor offences. His zealotry gets him locked up in his own jail, but the toys come to his rescue. Noddy the Best Driver in the World - In an attempt to get Noddy to let her fly his airplane, Martha Monkey bets him that he can't drive eight different vehicles in one day.

7:00 AM BIG COMFY COUCH (701) *Apple of My Eye*

Molly, Loonette and Major Bedhead learn that healthy food choices are important if you want to feel good.

7:30 AM CLIFFORD'S PUPPY DAYS (204) *Sandcastle Hassle/School Daze*

Sandcastle Hassle: EE and Nina join in a sandcastle competition at the beach. Goaded by another contestant's dog, Clifford and Jorge become super competitive to help their girls win. It's EE who has to explain that they didn't enter the contest to win, but to have fun. School Daze: As the kids go off for their first day of school, the gang decides it would be fun to have their own school, too. There's just one problem. While they seem to have five qualified teachers, they only have one willing pupil-Clifford. When an overworked Clifford is too tired to play with EE after school, the gang realizes how unfair they've been, and set up school in a more equitable way.

8:00 AM THOMAS AND FRIENDS (306) *Old & New*

8:30 AM BOB THE BUILDER (406) *Views and New Homes*

Roley really wants to see Sunflower Valley from the top of Bob's new observation tower, but he is too big to climb to the top. He tries desperately to get his bird's-eye-view, but accidentally breaks Bob's telescope in the process. Can Bob and Wendy figure out a way to let Roley experience the view? Wendy is planning to move to a renovated houseboat. Meanwhile Ela, the music teacher at the Sunflower Valley School is looking for a place to live. When Wendy gets second thoughts about moving away from the machine team, she realizes that the houseboat is the perfect home for Ela!

9:00 AM FRANNY'S FEET (112) *Bright Idea/Iguana Play Paddleball*

A) Franny travels to the mountains where she meets Adam, a boy who's camping with his older brother. Adam wants to be a good camper like his brother, but can't seem to do anything right. His fire logs collapse, and he accidentally leaves the picnic food out for the ants. But when the tent blows down, and the flashlight runs out of batteries, Adam's creative thinking saves the day - and he realizes that he's an excellent camper after all. In Franny's Treasures, Franny and Bobby help the audience learn about insects, including fireflies, ants, bees, and butterflies. B) Franny travels to the Galapagos Islands, where she makes friends with a seal and a giant tortoise. They invite her to play paddleball, but won't chase after the ball because they fear they'll run into the monster that lives in the rocks. Franny discovers that the monster is actually a friendly, but lonely, iguana. Franny makes the introductions - and they all become good friends. In Franny's Treasures, Franny and Bobby help the audience to learn more similarities and differences among seals, tortoises, and iguanas.

9:30 AM POSTCARDS FOR BUSTER (117) *Best Friends (Winchester, Kentucky)*

Buster is absolutely positive that the latest Bionic Bunny comic book is his. But when Arthur insists it's his, the two best friends end up in a terrible argument. Luckily, during a stopover in Winchester, Buster meets two best friends, both named Katie, who remind Buster that friendship isn't just about the things you own, but how you care for each other and what you do together.

10:00 AM ARTHUR (401) *D.W. 's Library Card/Arthur's Big Hit*

When D.W. discovers that she can get her own library card, she rejoices at the world of books waiting for her. (Now if only she could sign her name to get the card in the first place...) In the second story, Arthur wonders if it's ever okay to hit someone. Sometimes you just get so mad, you wanna... pow! Arthur experiences considerable confusion, and finally clarity, as he finds himself on both ends of the hitting question.

10:30 AM MAYA AND MIGUEL (147) *After School*

After Maggie arrives late for class one day and talks back to Mr. Nguyen, he issues her an "after school" - requiring her to stay late one day. Maggie is appalled, since this has never happened to her before, and she tries every trick in her book to get Mr. Nguyen to change his mind.

11:00 AM CYBERCHASE (201) *Hugs & Witches*

It's Valentine's Day, and Hacker captures Doctor Marbles and Lady Ada Lovelace (Jane Curtin), placing them inside a time machine invented by the mathematically-minded Lovelace. The kids and Digit must decipher a series of poems left behind by Lady L, and

free them from the time machine before it time travels to the nether world of cyberspace - never to return! Will the kids get there in time, or will Valentine's Day bring nothing but broken hearts?

MONDAY, OCTOBER 9

6:30 AM **BARNEY & FRIENDS (1015) *Rabbits and (Ducks and Fish)***

Rabbits: BJ is pretending to be a great detective, but all great detectives need a mystery to solve! A case quickly comes his way when something nibbles on one of Baby Bop's healthy snacks. BJ, Barney, and Baby Bop uncover several clues along the way and soon realize the animal is someone's pet rabbit. **Ducks and Fish:** Barney sees Riff protecting a nest full of duck eggs. Together, they leave the eggs to look for food for when the ducklings hatch. When they return, Riff is pleasantly surprised to find the eggs have cracked open and the baby ducklings have hatched!

7:00 AM **SESAME STREET (4111)**

La la la la, Cookie World??!!! That's right. Today Cookie Monster, not Elmo, is thinking about.... cookies! The first thing Cookie Monster does is ask Bob and a baby, "How do you eat cookie?" Next, he counts cookies and then subtracts them with some kids on the street. Then, Zoe does an amazing cookie dance. Cookie Monster still wants to know more about cookies. He decides to go right to the source and talks to a cookie. That cookie sure was crunchy and delicious! Cookie Monster even has a pet cookie, who imagines Cookie Monster eating more cookies! He likes the way that cookie thinks. Finally, he sings the "The Cookie Song", everyone says goodbye, and that's "Cookie World!"

8:00 AM **CYBERCHASE (403) *Penguin Tears***

Hacker's secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the principles of bouncing in order to break out. Can they escape in time or will Hacker's plan succeed?

8:30 AM **CURIOUS GEORGE (114) *Curious George's Rocket Ride/Curious George, Stati***

Curious George's Rocket Ride - The International Space Station's food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can't help but be curious about what's in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George's experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. **Curious George, Station Master** - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

9:00 AM **CLIFFORD THE BIG RED DOG (124) *Who Me, Jealous?/A Bunny in a Haystack***

"Who Me, Jealous?"--Mrs. Diller is taking care of Susie, her sister's puppy, for the weekend. Does Mrs. Diller like the cute little puppy better than she likes Cleo? Cleo determines to "out-cute" the puppy and win back Mrs. Diller's affection. But she soon finds that Mrs. Diller thinks Cleo is perfect just the way she is. **"A Bunny in a Haystack"**--When Emily brings home the class bunny, Clifford, Cleo and T-Bone learn what a big responsibility it is to take care of a pet!

9:30 AM **DRAGON TALES (310) *Express Yourself/A Snowman for All Seasons***

Express Yourself - The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. After the gang rescues Doodle Cliff from a threatening rain cloud that could destroy the Doodle Fairies' painting, Cassie gets the courage to talk to Enrique. Once he realizes how Cassie feels about being called Pinky, he apologizes and agrees to stop using it. Cassie beams as her Dragon Badge glows, rewarding her for speaking up even though it was hard. **A Snowman For All Seasons** - It may not be snowing a lot at home, but Max & Emmy know where there's always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won't solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again.

10:00 AM **IT'S A BIG BIG WORLD (128) *Madge Is Missing/The Anteater Songbook***

Madge is Missing: Smooch and Winslow get worried when no one knows where Madge is and go to Snook for help. He suggests that they consult Madge's books to see if they can learn something about map turtles that will help them discover where Madge might be. While the monkeys are researching, Madge returns from visiting a friend's house and tells the marmosets some more fun

facts about turtles. EDUCATIONAL OBJECTIVE: Investigation and Learning - There are many ways we can learn things on our own, including looking up information in books. The Anteater Songbook: After finishing his singing lesson with the ants, Bob shares some songs from his songbook, including: The Way of the Bob, If You're Worried, Echo, Do Something Nice for the Tree, Find Out All About It, and Do Your Best. EDUCATIONAL OBJECTIVE: Music - Singing and listening to songs is not only fun, it can be a great way to learn new things.

10:30 AM JAKERS! (210) *Tale Spinner*

When Piggley's substitute teacher assigns them to write a two page true story - he doesn't take it seriously. After all, story-telling comes easy to him so he can do the work the last minute. But when the substitute teacher turns out to be an inspiration to the class, Piggley learns to value his story telling gift and to work harder at it. EDUCATIONAL OBJECTIVE: Talent is great but you still have to do the work to make it happen.

11:00 AM CAILLOU (306) *Caillou The Snow Man*

Snowflakes - Caillou eagerly awaits the first snowfall of winter, and imagines himself building the biggest snowman in the world. When the snowflakes finally start to fall he rushes outside to play. He and Sarah take a close look at some snowflakes, and then go inside to make their own snowflakes out of paper. Caillou Shoots! He Scores! - Caillou wants to play hockey with Billy and the other big kids. He goes with Daddy to the store to get the equipment he needs, but he finds he just can't keep up with the big kids. After Daddy gives Caillou his old hockey sweater - which is way too big for Caillou - he tells him that if he keeps practicing he'll be really good by the time he grows into the sweater. Caillou goes to Leo's house to practice his hockey skills and dream about the future. Caillou Goes Tobogganing - Mommy can't find Caillou's toboggan for the playschool tobogganing trip and Caillou is certain he'll miss out on all the fun. Miss Martin tells him that a cardboard box slides just as well as a toboggan on snow, so he decorates a box to look just like a bobsled. Once they get to the hill his bobsled box works just as well as all the other kids' toboggans and he has a grand time after all.

11:30 AM MISTER ROGERS' NEIGHBORHOOD (205) *Old Friends and New Friends*

Bob and the gang are building the road connecting Bob's mobile home site with the location of the new yard. It's a big job for Roley, but just as Bob's explaining the job, a pretty little bird flies overhead clutching some twigs in her beak. The bird reminds Roley of his friend Bird back in Bobsville and he realizes she's off to make a nest. Without listening to Bob, distracted Roley decides to follow the bird. As the rest of the team get to work, Roley realizes that the bird is about to build her nest right in the path of the new road and He persuades the bird to find a new place for her nest. The bird moves on, but to an even worse place! At the road build, Bob starts to worry about Roley's whereabouts, he'll be needed soon. Roley, however, is still trying to move the bird to a safe nesting spot. Without realizing, he rolls into a patch of mud and becomes stuck. Meanwhile the gravel layer of the road has been laid and need flattening. In Roley's absence, the other machines combine their efforts, and do a pretty good job. In the meantime Bob and Lofty set off to find the missing Roley. They call for Roley and eventually find him stuck in the mud. Lofty helps free Roley, as he explains what happened. Roley tries to show Bob the bird, although it becomes clear that the bird has flown away - probably frightened by Bob's calls. Bob, Lofty and Roley get back to the road, where the hot bitumen is just about ready to go.

2:30 PM READING RAINBOW (1504) *Beegu*

Beegu, a small space creature finds no welcome on Earth until she meets some children on a play ground.

3:00 PM BETWEEN THE LIONS (510) *It's Red! It's Green!/Joseph Had A Little Overcoat*

In these folktales, a red hat is really green (or is it red?), and an old overcoat is also a button. key words: red, jacket featured consonant sounds: r, j

3:30 PM CURIOUS GEORGE (113) *Zoo Night/Charkie Escapes*

Zoo Night - George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! Charkie Escapes - Dog sitting Charkie is always a challenge but it's especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charkie tied up, Charkie comes up with a way of slipping out of her leash. It takes all of George's problem solving skills to find a way to keep Charkie from running away...until George discovers that she likes playing soccer too.

4:00 PM DRAGON TALES (309) *Finn's Blankie/Let's Dance*

Finn's Blankie - Cassie's mom has accidentally sent Cassie's little brother Finn's blankie to the Dragon Land Laundry. Finn has never been separated from his blankie and is having a hard time coping without it. His tantrums and whimpering prompt Cassie to bring Finn and the gang on a trip to retrieve the blankie. Along the way, the group helps Finn cope without his blankie when faced

with challenges. Once they reach the laundry, a giant storm has blown through and strewn the laundry all over. While sorting through the mess to find the blankie, the gang cheers Finn up by playing dress-up with the laundry. Finn dressed as a pirate, laughs himself into a pile of clothes, where he finds his blankie! Let's Dance - Patience has never been one of Wheezie's virtues. While the group is playing in a patch of peekaboo flowers, they stumble upon Greta the Gremlin. She's holding three magical boxes and is about to open them for the gang, when a gust of wind blows the hat off her head and far into the distance. Ord, Cassie, Max and Emmy bolt after the hat as Greta tosses the magical boxes to Wheezie-asking her to guard and not open them until she gets back. Wheezie can't stand it. Beside herself with curiosity, she opens one of the magic boxes-which plays music that causes them to dance uncontrollably. Once they finally stop, Zak tries to help Wheezie be patient and not think about the remaining boxes. It works for a moment, but Wheezie snaps and opens the second box-revealing another bittersweet surprise. The gang arrives and helps their impatient friend by distracting her with a game of Red Light/Green Light until Greta returns. Once she does, Wheezie confesses that she opened the boxes. Greta graciously understands and hands her the third. Under Greta's guidance and using her magical words, the third box produces a maypole with streamers that lifts everyone into the air and playfully swings them around-fun worth waiting for!

4:30 PM ARTHUR (407) *Binky Barnes, Wingman/to Beat Or Not to Beat*

Does Binky have a favorite pastime? Not until citywide Bug Week, when suddenly all he can think about is butterflies. But is Binky's obsession with catching Big Blue Butterfly destined to make him the Captain Ahab of Elwood City? And what will become of Moby Dick...er, Big Blue, if it falls into Binky's clutches? In the second story, there's a horrible racket in Elwood City. Is it a sewer sucking machine? A turbo bug extermination device? No, it's Francine practicing her singing and drumming for the Talent Show! Should Arthur and the gang tell Francine that her act's a sure loser? How can they save their friend from certain humiliation...but save their friendship, too?

5:00 PM CYBERCHASE (407) *The Case of the Missing Memory*

Under the guise of a peace mission, Wicked arrives at Control Central with a handful of bad guys. But someone's up to no good, and steals Motherboard's precious Memory Integrator. Whodunit? Where is it?? And what does it look like??? Digit and the kids must figure out what they know - what they don't know - and what they need to know. Can they do it all before Motherboard's memory is lost forever? EDUCATIONAL OBJECTIVE: When faced with a problem, make sure you have all the information you need to solve it.

TUESDAY, OCTOBER 10

6:30 AM **BARNEY & FRIENDS (1016)** *Mother Goose and Fairy Tales*

Mother Goose: While playing in the caboose, BJ is surprised to learn that "The Land of Mother Goose" truly exists. Several Mother Goose characters have come to ask for help; parts of their rhymes are missing! Mother Goose arrives and fixes the problem, and all of the Mother Goose characters return home, leaving BJ and Baby Bop hoping to visit them soon. **Fairy Tales:** When Baby Bop catches Barney, BJ, Riff and some children wrapping a mysterious present in the caboose, she just can't wait to see what is in the box. Barney suggests they listen to a story while they wait. Baby Bop finally gets to open her present and realizes that sometimes waiting is a good thing!

7:00 AM **SESAME STREET (4096)** *Mexico On Sesame Street*

Rosita is feeling homesick for her abuela and for Mexico. Seeing how much Rosita misses Mexico and her abuela, Big Bird and friends decide to bring Mexico to her by decorating Sesame Street to look just like Mexico! They also bring in authentic Mexican food and Luis sings a traditional Mexican song. Rosita is truly surprised and grateful when she realizes what everyone has done. To everyone's surprise, Rosita's abuela shows up too! She missed Rosita so much that she had to fly in to see her. Rosita couldn't be happier! They all continue the fiesta together.

8:00 AM **CYBERCHASE (407)** *The Case of the Missing Memory*

Under the guise of a peace mission, Wicked arrives at Control Central with a handful of bad guys. But someone's up to no good, and steals Motherboard's precious Memory Integrator. Whodunit? Where is it?? And what does it look like??? Digit and the kids must figure out what they know - what they don't know - and what they need to know. Can they do it all before Motherboard's memory is lost forever? **EDUCATIONAL OBJECTIVE:** When faced with a problem, make sure you have all the information you need to solve it.

8:30 AM **CURIOUS GEORGE (115)** *Curious George and the Dam Builders/Curious George*

Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! **Curious George's Low High Score** - George can't understand why his high score of 257 isn't a winner when he plays his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

9:00 AM **CLIFFORD THE BIG RED DOG (135)** *Jetta's Tall Tale/The Big Fetch*

Jetta feels a twinge of jealousy when the other children make a fuss over Emily Elizabeth's wonderful big pet Clifford, so she blurts out a story about her own wonderful big pet a huge parrot named Lulu. But the little lie quickly grows into a big mess, forcing Jetta to dress Clifford up as a bird to keep the lie from being exposed. Her conscience finally makes her do the right thing and she apologizes for having created the lie in the first place. **Vaz** is new at being a paperboy and is struggling with getting the papers onto people's doorsteps. Cleo steps in and discovers that she can earn treats by helping out! She recruits Clifford and T-bone and together they enjoy helping Vaz out and getting treats. But before long Cleo has forgotten about the helping out part and is only concerned with getting treats. Clifford and T-bone help her rediscover that helping for its own sake is its own reward.

9:30 AM **DRAGON TALES (311)** *Prince for a Day/So Long Solo*

Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess's advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodle Fairy Kingdom is that day, there is plenty for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own. **good thing** Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." **So Long Solo** - Zak and Wheezie are eager to prep their performances in the rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheezie wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheezie's loud trumpet playing scares away Zak's jugglebugs and Zak's search for a juggle bug prevents Wheezie from practicing her trumpet. Eventually they compromise and agree to take turns. Wheezie holds off playing her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheezie lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a display of talent and collaboration.

10:00 AM **IT'S A BIG BIG WORLD (129)** *Get Well Moon/Take Your Time*

Get Well Moon: Bob and Wartz are anxiously awaiting the full moon, but when they see it, the moon looks kind of orangey-red. They think that the moon must be sick and hurry off to see if Burdette can fly some medicine to it. After a visit to Snook and Madge, Bob is relieved to discover that the moon isn't sick and the color comes from light the moon is reflecting. EDUCATIONAL OBJECTIVE: The Moon -The moon is very far away and made out of dust and rocks. It looks bright because of reflecting sunlight. Take Your Time: Smooch pops in to see Snook, anxious about all of the things she has to do that day and how little time she has to do them. Snook reminds her that it is important to slow down and enjoy what she's doing, and to stop and rest sometimes. Finally, Smooch realizes he is right, and when Winslow comes by, the three friends decide to take some time to smell the flowers - literally. EDUCATIONAL OBJECTIVE: Balancing Work and Rest - It is important to do what we need to do and be responsible, but it is also important to take time each day to rest and enjoy the world around us. Sometimes taking our time and enjoying the process helps us to do a better job.

10:30 AM JAKERS! (110) *Our Dragon's Egg*

Piggley, Ferny and Dannan rescue an errant egg -- which they decide must be a dragon's egg. They hatch all kinds of plans to keep the egg safe, but when the creature inside emerges, it turns out to be a not-so-sweet wild swan chick. And that's when the real work begins.

11:00 AM CAILLOU (307) *Caillou The Musician*

Caillou Plays the Drums - Clementine's big brother Billy has a new drum set and is having lots of fun playing as loud as he can. He won't let Clementine and Caillou play his drums though, because he says they're not grown up enough. The two friends set out to prove him wrong, and once they put on their 'grownup costumes' he finally relents and lets them play. Caillou pretends he's a rock and roll drummer playing a big drum solo! Caillou's Marching Band - Caillou and his friends are very excited when a real marching band goes by the playschool. They decide they want to be in a marching band too. The kids find some makeshift instruments in the classroom, and Emma makes them matching band hats. After a shaky start, Caillou leads the others by beating on his drum and they march around the schoolyard like a real marching band. Caillou Sings - The playschool is having a talent show and Caillou wants to sing a song, but Clementine beats him to the punch, picking the exact song he wanted to sing. When it turns out she's having trouble remembering all the words, Caillou suggests they work together and the resulting song-and-dance routine is the hit of the show!

11:30 AM BOB THE BUILDER (206) *Farmer Pickles' New Farmhouse*

Scoop has spent the night in Bobsville and is off back to Sunflower Valley early in the morning. Benny is desperate to go too so Scoop promises to come back and take him as soon as he can. Scoop arrives back at the new yard where Bob is starting work on his new workshop and storerooms. When Farmer Pickles arrives earlier than expected with a load of straw to store in the storeroom, Bob promises to get them finished that day. There's rain on the way! Farmer Pickles sets off for another load and Scoop becomes worried that Bob won't have enough time to get everything finished. By working together, they get everything finished just in the nick of time. Farmer Pickles arrives with the last load of straw just as the rain approaches. As they unload the straw they discover a stowaway - Spud! Spud asks what the straw is for and Farmer Pickles tells him it's for a surprise! Farmer Pickles and Spud bunk down with Bob in his mobile home, and they all agree that it's great having Benny back working with the team!

2:30 PM MR. ROGERS NEIGHBORHOOD (1492) *Discipline*

Mister Rogers shows how people make dolls and explains that dolls are made and people are born. In the Neighborhood of Make-Believe, chaos reigns at Corney's factory. He has more work than he can handle and a lot of mistakes are happening. Corney does manage to make a King Friday doll that pleases his Royal Highness.

3:00 PM BETWEEN THE LIONS (504) *A Shower of Stars/Two Moons and One Lagoon*

The Lion family stays up late to watch a beautiful meteor shower, and then reads a story about a queen who wants to touch the moon. key words: stars, moon featured consonant sounds: st, n

3:30 PM CURIOUS GEORGE (114) *Curious George's Rocket Ride/Curious George, Stati*

Curious George's Rocket Ride - The International Space Station's food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can't help but be curious about what's in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George's experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

4:00 PM DRAGON TALES (310) *Express Yourself/A Snowman for All Seasons*

Express Yourself - The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. After the gang rescues Doodle Cliff from a threatening rain cloud that could destroy the Doodle Fairies' painting, Cassie gets the courage to talk to Enrique. Once he realizes how Cassie feels about being called Pinky, he apologizes and agrees to stop using it. Cassie beams as her Dragon Badge glows, rewarding her for speaking up even though it was hard. *A Snowman For All Seasons* - It may not be snowing a lot at home, but Max & Emmy know where there's always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won't solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again.

4:30 PM ARTHUR (701) *Cast Away/The Great Sock Mystery*

Cast Away - Arthur is thrilled when Dad invites him to go fly fishing for the weekend. Finally - an escape from D.W.! But when a change in plans forces them to include her, Arthur's had enough. Does D.W. always have to get her own way? *The Great Sock Mystery* - Ever wonder where all those missing socks go? One minute they're in the laundry basket, and the next - poof! -they've vanished! Find out once and for all when Baby Kate and Pal - and some of their furry friends - team up to solve the great sock mystery.

5:00 PM CYBERCHASE (125) *A Battle of Equals*

Hacker pollutes cyberspace with dangerous cyberstatic by tampering with four satellites designed to keep everything free from cyber-static cling. But is his plan only to trash cyberspace - or does he have something even more devious up his cloak? The kids learn the answer as they use balance scales and equations to restore the satellites and save Motherboard. The Big Idea: You can use an equation - a statement that two different expressions are equal to each other - to find unknown values that make the equation true. Math Topic: Balancing Equations NCTM Links: Algebra, Representation, Connections.

WEDNESDAY, OCTOBER 11

6:30 AM **BARNEY & FRIENDS (1017) *Things I Can Do and Differences***

Things I Can Do: Baby Bop isn't satisfied with the things she can do. She wants to play the keyboard like Riff and wants to be able to skate like Barney. Nobody can cheer her up, until she unexpectedly gets the whole park dancing--and she realizes there are things she can do, too. **Differences:** When a wheelchair-bound child is unintentionally neglected by his friends, Barney steps in to help. He gently reminds the others to include the child by showing them that even Barney feels excluded sometimes. It isn't always easy being a big, purple dinosaur. In the end, everyone is included for a day of fun!

7:00 AM **SESAME STREET (4112)**

Gabi and Miles are graduating from High School. Elmo can't believe that they are finished with school and he hasn't even started. Gabi and Miles remember their very first day of school and tell Elmo all about it. They were so excited to learn new things and to have fun. Their classroom was an amazing place with books, toys, and blocks. There was also a cupboard full of art supplies. They sang the alphabet song and drew pictures of things they loved. They also both wanted to play with a fire truck at the same time. This taught them about sharing and how it is an important part of being in school. They shared their first day and now they will be sharing graduation. Elmo can't wait to start school and graduate, too!

8:00 AM **CYBERCHASE (125) *A Battle of Equals***

Hacker pollutes cyberspace with dangerous cyberstatic by tampering with four satellites designed to keep everything free from cyber-static cling. But is his plan only to trash cyberspace - or does he have something even more devious up his cloak? The kids learn the answer as they use balance scales and equations to restore the satellites and save Motherboard. **The Big Idea:** You can use an equation - a statement that two different expressions are equal to each other - to find unknown values that make the equation true. **Math Topic:** Balancing Equations **NCTM Links:** Algebra, Representation, Connections.

8:30 AM **CURIOUS GEORGE (116) *Curious George Sees Stars/Curious George Gets A Tr***

Curious George Sees Stars - George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult-the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city? **Curious George Gets a Trophy** - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

9:00 AM **CLIFFORD THE BIG RED DOG (138) *Topsy Turvy/Clifford's Charm School***

Jetta and Emily trade dogs for the Islands annual Topsy Turvy Day, a day when everything gets turned around. Jetta learns that being kind and thoughtful gets you a lot farther than being bossy./ Mrs. Bleakman is having a very special party for her book club members and Cleo and Mac convince Clifford that his regular good manners won't be good enough for the event. Clifford believes he is just fine the way he is, but Cleo and Mac insist on teaching him some special fancy manners. In the end, Clifford decides to just be himself and ends up saving the party by providing shade for Mrs. Bleakman's guests.

9:30 AM **DRAGON TALES (312) *The Balancing Act/A Small Victory***

The Balancing Act - Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy's happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-size. Ord tries, but doesn't have very good balance, and as he falls, the skateboard shoots out from under him. He feels terrible about losing Emmy's skateboard, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to try to balance. When they finally discover Emmy's board, Ord has practiced his balancing enough so that he can have fun riding the skateboard. **A Small Victory** - Quetzal gives the gang the task of collecting rare exotic plants to add to the School in the Sky garden. When Max is teamed with Lorca, he is worried that they can't handle very much -Max is small and Lorca is in a wheelchair. After Max tells Lorca about his frustration, Lorca shows him ways to overcome his physical limitations and to "think of what you can do, not what you can't." When they find their plant and cannot reach it, Max gets discouraged, but Lorca helps him to use a tool to retrieve it. They use their brains to help the others overcome challenges presented by their own exotic plants. In the end, Max realizes that with some brains and the right tools, he can do anything!

10:00 AM **IT'S A BIG BIG WORLD (130) *A Bird Tale/Friendship***

A Bird Tale: After learning about migration, Bob and Wartz overhear Burdette say that she is going somewhere, and become afraid that she is migrating. They gather all sorts of food for her to eat and things for her nest so she won't leave, but when they arrive at her empty nest, they are sure that they're too late. But Burdette returns and tells them that she hasn't left - she's just been visiting her cousin! **EDUCATION OBJECTIVE:** Migration - There are many types of animals that migrate for different reasons including to find food or because of changing temperature. **Friendship:** Snook sees Snail and learns that Snail has had a

misunderstanding with Worm and now doesn't think he has any friends. Snook tells him that it is ok when misunderstandings between friends happen, we just need to work through our problems. When Worm finally catches up with Snail and asks him to play tag, the two friends are reconciled and off to play! EDUCATIONAL OBJECTIVE: Friendship - It can be fun and interesting to have friends who are very different from you. It is important to be open and talk about misunderstandings with friends to get past difficulties in friendships.

10:30 AM JAKERS (124) *Ferny Gets A Crush*

Piggley and Dannan think they know best how to help a love-struck Ferny get the attention of his schoolmate, Millie. While he appreciates that his friends are trying to help, in the end Ferny learns that he's really much better off trusting his own feelings and instincts.

11:00 AM CAILLOU (308) *Caillou The Magnificent*

Show and Tell - Caillou has to decide on a nice surprise to bring to playschool for Show and Tell. The only problem is, he can't decide between his toy dinosaur Remy, his kite, or his toy firetruck. However, when Rosie proves to be the best at surprising everyone, Caillou decides to bring his little sister for Show and Tell. Caillou the Magician - Grandma shows Caillou a simple magic trick, which makes him decide to be a magician. After finding a suitable costume, he practices a new trick - making Rosie disappear! When the time comes to show Mommy and Daddy their trick, Caillou finds that making Rosie reappear might be a challenge, especially when Gilbert gets in the way! Caillou's Castle - Caillou wants to play castles and dragons, even though Gilbert isn't very keen on playing the dragon. Mommy asks him to share and play nicely with his sister, so Caillou and Rosie build their very own castle out of empty cardboard boxes. When Gilbert doesn't want to be the dragon, Mommy and Daddy volunteer for the part and everyone has lots of fun playing make believe.

11:30 AM BOB THE BUILDER (207) *The Sunflower Farm Takes Shape*

Scrambler is desperate to help Bob build a drying barn for Farmer Pickles sunflower farm. Scruffy is also excited about the building job and runs and jumps about getting in everyone's way. Bob gives Scrambler the job of taking Scruffy for a walk to keep him out of trouble. Reluctantly, Scrambler agrees while Bob and the other machines get to work on the barn. Scrambler decides to try and wear Scruffy put so that he can get back to the building job, but soon realizes that Scruffy has even more puff than he does! While Bob completes the barn and gets to work installing a special drying oven, Scrambler tries a game of hide and seek to wear Scruffy out. Suddenly Scruffy discovers the most amazing off-road course Scrambler has ever seen! Excitedly, Scrambler and Scruffy compete, showing off their off-roading skills. They have a wonderful time until they are both absolutely exhausted. At the building site, and with the drying barn fully built, Bob and Wendy wonder where Scruffy and Scrambler have got to. Just then Farmer Pickles arrives with Scrambler, he found them both fast asleep in a clearing! Scrambler is chuffed to have made a brand new friend and concedes that dog walking is wicked after all!

2:30 PM READING RAINBOW (1407) *The Tin Forest*

Deeply affected by the events of September 11, LeVar spends the day with the students of P.S. 234, an elementary school just blocks away from Ground Zero. Challenged by tremendous upheaval, the students share with LeVar how they have endured their situation better than anyone would have imagined.

3:00 PM BETWEEN THE LIONS (201) *The Sad Dad*

Theo reads a story, starring Bruno Kirby and Denny Dillon, about a sad dad who gets advice from a wise woman and ends up with chickens, goats, cows and an elk in his house. Featured text: folktale. Key word: sad. Target vowel: short a.

3:30 PM CURIOUS GEORGE (115) *Curious George and the Dam Builders/Curious George*

Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! Curious George's Low High Score - George can't understand why his high score of 257 isn't a winner when he plays his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

4:00 PM DRAGON TALES (311) *Prince for a Day/So Long Solo*

Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess's advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodle Fairy Kingdom is that day, there is plenty for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own. good

thing Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." So Long Solo - Zak and Wheezie are eager to prep their performances in the rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheezie wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheezie's loud trumpet playing scares away Zak's jugglebugs and Zak's search for a juggle bug prevents Wheezie from practicing her trumpet. Eventually they compromise and agree to take turns. Wheezie holds off playing her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheezie lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a display of talent and collaboration.

4:30 PM ARTHUR (702) *Francine's Split Decision/Muffy Goes Metropolitan*

Francine's Split Decision - Lakewood Elementary is sure to win the big bowling tournament on Saturday, with Francine leading the team. So what if Francine's cousin is having his Bar Mitzvah at exactly that same time? The amazing Francine can be in both places - or at least seem to be - and no one will be the wiser. Or so she thinks... Muffy Goes Metropolitan - Muffy happily accepts Sue Ellen's invitation to spend the weekend in the bustling metropolis, Crown City. At last! Her big chance to revel in an unending parade of glamorous fashions, high culture, and fine cuisine! But can Muffy accept city realities that are quite different... yet perhaps more interesting... than her fantasies?

5:00 PM CYBERCHASE (202) *Totally Rad*

The dastardly Hacker (Christopher Lloyd) takes over the Radopolis cybersite, declaring himself King in "Totally Rad," the season premiere of CYBERCHASE. In an effort to dethrone him, the kids challenge the Hacker's extreme team to a winner-take-all skate-off. There's just one catch: high-scoring tricks need as much area as possible and the field keeps mysteriously changing! With Digit (Gilbert Gottfried) as coach, the kids put on a dazzling display of blading, boarding, and biking, but can they match their performance to the changing arena? The Big Idea: Different shapes bounded by the same perimeter can enclose very different areas. Math Topic: Perimeter/Area.

THURSDAY, OCTOBER 12

6:30 AM **BARNEY & FRIENDS (1018) *Singing and Dancing***

Singing: Barney tells Baby Bop the story of "The Princess without a Song to Sing". In this original fairytale, Baby Bop imagines herself as the "sad little princess" trying to find her unique song. Barney, BJ and Riff all become characters in the story, each sharing their songs and revealing an element of song, sound, rhythm and feeling. With their help, the princess finds her song and is delighted to sing it for her friends! **Dancing:** Jamal has never danced before and is too shy to try. On the day of the big dance party in the park, Barney and his friends introduce Jamal to many kinds of dance. Barney assures Jamal that he can do anything he puts his mind to, even dance! With Barney's help, Jamal finally finds his groove and has fun dancing with his friends!

7:00 AM **SESAME STREET (4113)**

No one can believe their eyes but Herb, the plant eating dinosaur, has come to Sesame Street. He is the only dinosaur left except, of course, for his cousin Shirley. While on Sesame Street, he meets so many new people and learns something new from each and every one of them. He learns about healthy salads from Alan, how to take turns from Zoe and Rosita, and that the alphabet is actually letters from Big Bird, Elmo and the birdketeers. Then Herb gets to do something that he has never done before, but has always wanted to. He gets to play with a worm! Overall, Herb's experience teaches him the most important lesson- you're never too old to learn!

8:00 AM **CYBERCHASE (202) *Totally Rad***

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8:30 AM **CURIOUS GEORGE (113) *Zoo Night/Charkie Escapes***

Zoo Night - George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! **Charkie Escapes** - Dog sitting Charkie is always a challenge but it's especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charkie tied up, Charkie comes up with a way of slipping out of her leash. It takes all of George's problem solving skills to find a way to keep Charkie from running away...until George discovers that she likes playing soccer too.

9:00 AM **CLIFFORD THE BIG RED DOG (107) *Clifford & The Beanstalk/An Itchy Patch***

Clifford and the Beanstalk - Emily works hard to prepare for her audition for the lead in the school play, but loses the role to Jetta, who worries more about what she'll wear than about learning her lines. Emily steps in and plays the lead role at the last minute, and Jetta learns that it's hard work and preparation are what make you successful. **Itchy Patch** - Clifford is itching like crazy but tries hard to stop when he hears Emily say that she'll take him to the vet if he keeps it up. With the help of Cleo and T-Bone, Clifford tries every trick to conceal his discomfort to avoid a trip to the doctor! But Clifford soon learns the value of trust in an unknown situation.

9:30 AM **DRAGON TALES (309) *Finn's Blankie/Let's Dance***

Finn's Blankie - Cassie's mom has accidentally sent Cassie's little brother Finn's blankie to the Dragon Land Laundry. Finn has never been separated from his blankie and is having a hard time coping without it. His tantrums and whimpering prompt Cassie to bring Finn and the gang on a trip to retrieve the blankie. Along the way, the group helps Finn cope without his blankie when faced with challenges. Once they reach the laundry, a giant storm has blown through and strewn the laundry all over. While sorting through the mess to find the blankie, the gang cheers Finn up by playing dress-up with the laundry. Finn dressed as a pirate, laughs himself into a pile of clothes, where he finds his blankie! **Let's Dance** - Patience has never been one of Wheezie's virtues. While the group is playing in a patch of peekaboo flowers, they stumble upon Greta the Gremlin. She's holding three magical boxes and is about to open them for the gang, when a gust of wind blows the hat off her head and far into the distance. Ord, Cassie, Max and Emmy bolt after the hat as Greta tosses the magical boxes to Wheezie-asking her to guard and not open them until she gets back. Wheezie can't stand it. Beside herself with curiosity, she opens one of the magic boxes-which plays music that causes them to dance uncontrollably. Once they finally stop, Zak tries to help Wheezie be patient and not think about the remaining boxes. It works for a moment, but Wheezie snaps and opens the second box-revealing another bittersweet surprise. The gang arrives and helps their impatient friend by distracting her with a game of Red Light/Green Light until Greta returns. Once she does, Wheezie confesses that she opened the boxes. Greta graciously understands and hands her the third. Under Greta's guidance and using

her magical words, the third box produces a maypole with streamers that lifts everyone into the air and playfully swings them around-fun worth waiting for!

10:00 AM IT'S A BIG BIG WORLD (127) *The Big Race/You Are What You Are*

The Big Race: Winslow and Smooch are racing through the World Tree and race right into Snook! Winslow wants to organize a race to prove he is the fastest animal in the tree, but Snook suggests that they have a relay race and let each animal participate. Winslow agrees and they all move at their own pace in a World Tree relay race! EDUCATIONAL OBJECTIVE: Same/Different Animal Characteristics -Different animals have different ways of getting around and move at different speeds.You Are What You Are: When Madge tells Wartz that her flowers couldn't live without water, he wonders if that means that plants and fish are related. Madge explains that just because two things are similar, it doesn't mean they are the same. She and Wartz talk about the unique characteristics of the animals in the World Tree and how even though you may have things in common with others, and though you yourself may change over time, you always stay who you are inside. EDUCATIONAL OBJECTIVE: Animal Characteristics and Identity - We are all different in our own special way. We may change as we grow, and we can pretend to be other things, but that doesn't change who we are inside.

10:30 AM JAKERS (111) *The Cat Came Back.... and Back*

Sweet Shop owner Miss Nanny offers a reward for the return of her lost cat, and Piggley and friends leap at the opportunity. Of course, catching a cat with a mind of her own is not such an easy task. But seeing Miss Nanny's happy face is a great reward.

11:00 AM CAILLOU (309) *Caillou The Explorer*

Caillou of the Antarctic - Caillou is playing with Jeffrey and Jason when he gets accidentally pushed down. He is a little upset about it until he realizes it was an accident. Since it's so hot out Daddy treats them to ice cream and Caillou imagines he's down at the cool cool south pole playing with the penguins!Deep Sea Caillou - There's a new girl named Lee Wun in playschool, but she's so shy she won't talk to anybody. Miss Martin brings in a fish tank to show the class. After imagining he's a tiny deep sea diver swimming in the fishtank, Caillou discovers that Lee Wun knows a lot about fish! Encouraged to tell the others what she knows, Lee Wun is able to start making new friends.Caillou in the Bayou - The whole family is on the way to the beach but accidentally end up on a trail through a swamp. Caillou is disappointed, he doesn't think a swamp could be very interesting, until he takes a closer look at the creatures who live there. He imagines he's in the Bayou searching for alligators.

11:30 AM BOB THE BUILDER (208) *A Big Surprise for Bob*

Bob and the team are building a special flat-packed eco-home for Marjorie. When Muck and Benny spot Marjorie's canvas tent and Spud's straw-house, they wonder what else houses can be made from. With their part of the build completed, Muck and Benny go off exploring with Spud. The trio find a river bank full of mud and Muck decides to build a mud-hut. The gang use some old recycled posts to make a frame work. Then they mix up some mud using water from the river and are soon having a huge mud fight! When they find they've run out of mud, Muck collects some more from the river bank. Muck takes so much mud that the riverbank bursts sending a torrent of water heading towards Benny and Spud and completely washes away the mud hut and Marjorie's tent. Muck calls Bob on his Talkie Talkie and Bob springs into action. Using sandbags, rocks and sticks, the team soon patch up the river bank until it can be repaired properly. Muck is very sorry and realizes he's learnt an important lesson - that you can't just build a house anywhere! Muck is especially sorry about Marjorie's tent. Now she has nowhere to sleep! Bob and the team finish the flat-packed house, and Marjorie tells Muck that she's happy to sleep inside the house, even though the interior isn't finished - it'll be like a giant tent. It's been a long day and Muck announces that he's had enough mud for one day.

2:30 PM READING RAINBOW (1494) *Discipline*

Mister Rogers goes to visit ice skating star Peggy Fleming who is practicing for an ice show. They talk about how doing anything well takes a lot of practice. In the Neighborhood of Make-Believe, Lady Elaine Fairchilde must work in Corney's factory for two days as punishment for turning King Friday dolls into Lady Elaine Fairchilde dolls. She goes to work organizing the factory and soon everything is running smoothly for the first time. She's making the most of her punishment.

3:00 PM BETWEEN THE LIONS (508) *A Tasty Piece of Cheese/The Lion and the Mouse*

A taste for cheese leads a fox to trick a crow, and lands a mouse in the paws of a hungry lion. key words: cheese, little featured consonant sounds: ch, l

3:30 PM CURIOUS GEORGE (116) *Curious George Sees Stars/Curious George Gets A Tr*

Curious George Sees Stars - George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult-the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city?Curious George Gets a Trophy - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the

shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

4:00 PM DRAGON TALES (312) *The Balancing Act/A Small Victory*

The Balancing Act - Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy's happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-size. Ord tries, but doesn't have very good balance, and as he falls, the skate board shoots out from under him. He feels terrible about losing Emmy's skateboard, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to try to balance. When they finally discover Emmy's board, Ord has practiced his balancing enough so that he can have fun riding the skateboard. A Small Victory - Quetzal gives the gang the task of collecting rare exotic plants to add to the School in the Sky garden. When Max is teamed with Lorca, he is worried that they can't handle very much -Max is small and Lorca is in a wheelchair. After Max tells Lorca about his frustration, Lorca shows him ways to overcome his physical limitations and to "think of what you can do, not what you can't." When they find their plant and cannot reach it, Max gets discouraged, but Lorca helps him to use a tool to retrieve it. They use their brains to help the others overcome challenges presented by their own exotic plants. In the end, Max realizes that with some brains and the right tools, he can do anything!

4:30 PM FETCH (703) *Ants In Arthur's Pants/Don't Ask Muffy*

Ants in Arthur's - Pants To excel in science, Mr. Ratburn's class has to prove that they have P.A.N.T.S. - the ability to be patient, attentive, nosy, thoughtful, and systematic. And Arthur's certain he's got 'em to ace his ant project... until the crawly creatures end up everywhere but in their ant-farm! Can Arthur's P.A.N.T.S. save his project - and save the ants from the exterminator? Don't Ask Muffy - Muffy starts an advice column in the school newspaper to launch her career as a rich and famous talk-show host. There's only one problem - the kids are ignoring her, and flocking to a mystery advice-giver instead! If Muffy wants to be as popular as Hoprah Linseed, she'll have to learn a few lessons about competition and what really makes a good listener...

5:00 PM CYBERCHASE (206) *Mother's Day*

Special Holiday Episode!" It's Mother's Day in cyberspace - and Hacker is determined to ruin it for everyone, especially Motherboard, by derailing the train that picks up the rare and colorful Madre Bonitas. This beautiful flower symbolizes Mother's Day, and it must be harvested on this one day only. It's a race against time, as the kids and Digit try to repair the breaks in the line and save Mother's Day. The Big Idea: Use a decimal point to join tenths with whole numbers and you have a decimal system you can use to easily record, compare and combine whole numbers with fractions. Math Topic: Decimals; NCTM Links: Number and Operations.

FRIDAY, OCTOBER 13

6:30 AM **BARNEY & FRIENDS (1019) *Neighborhood and Careers***

Neighborhood: Riff can't find his drumsticks anywhere. He knows he had them when he visited various neighborhood locations with Barney earlier in the day. Barney magically recreates neighborhood spots to help refresh Riff's memory. Happily, Barney's strategy is a success and Riff finds his drumsticks. Along the way, everyone learns that the most important part of a neighborhood is the people who live there! **Careers:** Barney helps Baby Bop explore many different jobs. At the end of the day, Baby Bop has several different careers to consider for when she grows up. But for now, she's happy just being three!

7:00 AM **SESAME STREET (4114)**

No matter how you count Snow White's dwarves, there are always 7. To prove it, the dwarves even sing a song where they add themselves all together. A problem arises, though, when one of the dwarves has to leave. Snow White is very upset and doesn't know what to do. It's supposed to be Snow White and the 7 dwarves, not the 6 dwarves. Elmo doesn't want Snow White to give up, so he suggests that each time a dwarf leaves they be subtracted from the song. Snow White is hesitant at first, but it seems to be working. In the end, though, Snow White is left without any dwarves at all. She is really feeling down now, but Elmo has a great idea! Alan and 6 kids are going to add themselves together to become Snow White's 7 dwarves. Snow White loves this idea and everyone lives happily ever after!

8:00 AM **CYBERCHASE (206) *Mother's Day***

Special Holiday Episode!" It's Mother's Day in cyberspace - and Hacker is determined to ruin it for everyone, especially Motherboard, by derailing the train that picks up the rare and colorful Madre Bonitas. This beautiful flower symbolizes Mother's Day, and it must be harvested on this one day only. It's a race against time, as the kids and Digit try to repair the breaks in the line and save Mother's Day. The Big Idea: Use a decimal point to join tenths with whole numbers and you have a decimal system you can use to easily record, compare and combine whole numbers with fractions. Math Topic: Decimals; NCTM Links: Number and Operations.

8:30 AM **CURIOUS GEORGE (114) *Curious George's Rocket Ride/Curious George, Stati***

Curious George's Rocket Ride - The International Space Station's food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can't help but be curious about what's in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George's experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. **Curious George, Station Master** - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

9:00 AM **CLIFFORD THE BIG RED DOG (124) *Who Me, Jealous?/A Bunny in a Haystack***

"Who Me, Jealous?"--Mrs. Diller is taking care of Susie, her sister's puppy, for the weekend. Does Mrs. Diller like the cute little puppy better than she likes Cleo? Cleo determines to "out-cute" the puppy and win back Mrs. Diller's affection. But she soon finds that Mrs. Diller thinks Cleo is perfect just the way she is. "A Bunny in a Haystack"--When Emily brings home the class bunny, Clifford, Cleo and T-Bone learn what a big responsibility it is to take care of a pet!

9:30 AM **DRAGON TALES (310) *Express Yourself/A Snowman for All Seasons***

Express Yourself - The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. After the gang rescues Doodle Cliff from a threatening rain cloud that could destroy the Doodle Fairies' painting, Cassie gets the courage to talk to Enrique. Once he realizes how Cassie feels about being called Pinky, he apologizes and agrees to stop using it. Cassie beams as her Dragon Badge glows, rewarding her for speaking up even though it was hard. **A Snowman For All Seasons** - It may not be snowing a lot at home, but Max & Emmy know where there's always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won't solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again.

10:00 AM IT'S A BIG, BIG WORLD (128) *Madge Is Missing/The Anteater Songbook*

Madge is Missing: Smooch and Winslow get worried when no one knows where Madge is and go to Snook for help. He suggests that they consult Madge's books to see if they can learn something about map turtles that will help them discover where Madge might be. While the monkeys are researching, Madge returns from visiting a friend's house and tells the marmosets some more fun facts about turtles. EDUCATIONAL OBJECTIVE: Investigation and Learning - There are many ways we can learn things on our own, including looking up information in books. The Anteater Songbook: After finishing his singing lesson with the ants, Bob shares some songs from his songbook, including: The Way of the Bob, If You're Worried, Echo, Do Something Nice for the Tree, Find Out All About It, and Do Your Best. EDUCATIONAL OBJECTIVE: Music - Singing and listening to songs is not only fun, it can be a great way to learn new things.

10:30 AM JAKERS! (112) *Good Neighbors*

Piggley and his friends (inspired by a spooky radio program) are convinced that the young boy whose family just moved into the small house up the lane from the Winks' farm is actually a mad scientist! But through open-minded, adventurous thought and action, they are finally able to put aside their fears and risk making friends with the young boy.

11:00 AM CAILLOU (310) *Caillou The Scientist*

Magnet Madness - Caillou is playing with the fridge magnets and learns lots of things about them. About what they stick to and what they don't stick to - like Gilbert! He even imagines himself as a human magnet superhero. In the end Caillou is able to apply what he's learned and uses a magnet to help Daddy retrieve a metal peg from behind the workbench. Caillou the Dinosaur Hunter - The whole family goes on a trip to the natural history museum to look at the dinosaurs. Caillou is really enjoying himself looking at the skeletons and learning about the different kinds of dinosaurs. When he momentarily loses the others he knows enough to stay put until Mommy comes back and finds him. And when he realizes he's left Rexy somewhere he learns about the lost and found, and retraces his steps until he finds his dinosaur friend. Caillou the Astronaut - Caillou wants to play with both his friends Clementine and Xavier in the playschool playground. Unfortunately Clementine wants to play bears and Xavier wants to play astronauts, and a little argument ensues. At story time Miss Martin tells them more about spaceships and astronauts and Caillou imagines he's zooming around the galaxy exploring stars and planets. Back outside Caillou makes up a new astronaut and bear game so everyone can play together.

11:30 AM MISTER ROGERS' NEIGHBORHOOD (209) *Building Homes*

When Farmer Pickles asks Bob if he'll put together Scruffy's new kennel, Bob puts Scrambler in charge of getting the materials to the right place. But Scrambler, Scruffy and Spud soon run into something more fun than hauling materials --- off roading, and quickly lose track of time and their jobs! Can they learn to have fun AND get the job done or will Scrambler cause a doghouse disaster? Benny's Important Job Benny arrives at the new site to help work on the Bentley's special new house which will be built into the side of a hill! There's a lot of digging to be done and not much time since the house must be finished in time to surprise Mrs. Bentley! Benny, desperate for something really important to do, gets discouraged when the job seems too big! Can Benny find an important job that's just his size?

3:00 PM BETWEEN THE LIONS (509) *Earl's Too Cool/When I Was Five*

Making new friends and keeping old friends is too cool. key words: too, five featured consonant sounds: t, f

3:30 PM CURIOUS GEORGE (113) *Zoo Night/Charkie Escapes*

Zoo Night - George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! Charkie Escapes - Dog sitting Charkie is always a challenge but it's especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charkie tied up, Charkie comes up with a way of slipping out of her leash. It takes all of George's problem solving skills to find a way to keep Charkie from running away...until George discovers that she likes playing soccer too.

4:00 PM KIDS' PICKS (Kids Picks)

4:30 PM KIDS' PICKS (Kids Picks)

5:00 PM CYBERCHASE (306) *The Grapes of Plath*

A terrible cyberglitch afflicts the young prince of the Crab Kingdom and the CyberSquad must cure him and stop Hacker before all is lost.

SUNDAY, OCTOBER 15

6:30 AM MAKE WAY FOR NODDY (306) *Just Be Yourself Noddy/Noddy and the Curious Packa*

Just Be Yourself Noddy - Noddy thinks he'd be more impressive if he were more like other toys. Tessie Bear convinces him he's perfect as himself. Noddy and the Curious Package - Noddy is delivering a package but he doesn't know what it contains. His curiosity gets the better of him and he tries to work out what is in the package, ruining the contents in the process.

7:00 AM BIG COMFY COUCH (702) *Dat's Da Law!*

Loonette learns the lesson of Law #50, "Make Your Own Fun," and discovers how much fun making your own fun can be!

7:30 AM CLIFFORD'S PUPPY DAYS (122) *Grooming Gloom/The Letter*

Grooming Gloom - Jorge is excited to learn that Nina will be taking him to the Grooming Shop - until he gets some misinformation about what a grooming shop is. At first his friends try to help him find a way to get out of the experience. But Daffodil helps him realize that he should trust Nina to do what is best for him. The Letter - Evan and Emily Elizabeth offer to mail a letter for Mr. Solomon on their way to buy tickets to a concert by their favorite band, the Zippers. But the kids' plans are disrupted by their own generosity and helpful nature. When they finally arrive at the park where the concert is taking place, the tickets have been sold out. But the other members of the community are so grateful to the kids for all of their help that day that they all pitch in and make sure that Evan and Emily Elizabeth attend the concert.

8:00 AM THOMAS AND FRIENDS (307) *Imagination*

8:30 AM BOB THE BUILDER (407) *Causes Trouble*

Bob is busy erecting tents for Mr. Bentley's five newcomers to Sunflower Valley. When Mr. Bentley goes to pick up the guests, he leaves his phone with Spud who promptly declares himself, "Mr. Bentley's Assistant." A bad telephone connection along with Spud's over-eager attitude leads to a misunderstanding that results in Spud managing the sleeping accommodations for forty-five guests. Will there be enough beds for the new guests or has Spud caused unnecessary panic again? The team is hard at work converting Mr. Sabatini's windmill into a cafe but Roley's job is proving to be more difficult than it looks. Disaster strikes when Roley tries to move around some troublesome molehills and accidentally flattens all the tables and chairs for the new cafe! Will Mr. Sabatini's cafe be able to open in time or has the Can-Do Crew found a problem they just can't fix?

9:00 AM FRANNY'S FEET (113) *Happy Halloween/Snowy Jamaica*

A) Franny lands in a pumpkin patch, where she meets Ginny, who is growing a huge pumpkin for the fall festival. Ginny is determined to win first prize in the giant pumpkin contest - but unfortunately, a bigger pumpkin earns the blue ribbon. The girls then enter the pumpkin decorating contest, and have so much fun, they no longer care about winning. In Franny's Treasures, Franny and Bobby ask the audience to help them count and distribute treats evenly among three Halloween bags. B) Franny goes to the sandy beaches of Jamaica, where she meets up with her friend, Johnny. When Franny learns that Johnny has never seen snow, she goes to great and imaginative lengths to help him experience it. They make snowflakes out of paper and make a snowman on the beach. Along the way, Franny learns that using her imagination can take her anywhere she wants to go. In Franny's Treasures, Franny and Bobby help viewers learn about snowflakes and have fun with snowmen.

9:30 AM POSTCARDS FOR BUSTER (109) *Buster's Buffalo Round-Up (Rapid City, South Dakota)*

Buster experiences the traditions, history, and adventure of South Dakota. Chris, a direct descendent of a Lakota soldier, takes Buster behind the scenes at the Crazy Horse Memorial. Buster also gets a close up look at a South Dakota tradition with the Lantis family on a buffalo round up full of cowboy adventures.

10:00 AM ARTHUR (407) *Binky Barnes, Wingman/to Beat Or Not to Beat*

Does Binky have a favorite pastime? Not until citywide Bug Week, when suddenly all he can think about is butterflies. But is Binky's obsession with catching Big Blue Butterfly destined to make him the Captain Ahab of Elwood City? And what will become of Moby Dick...er, Big Blue, if it falls into Binky's clutches? In the second story, there's a horrible racket in Elwood City. Is it a sewer sucking machine? A turbo bug extermination device? No, it's Francine practicing her singing and drumming for the Talent Show! Should Arthur and the gang tell Francine that her act's a sure loser? How can they save their friend from certain humiliation...but save their friendship, too?

10:30 AM MAYA AND MIGUEL (101) *Mala Suerte*

When the usually meticulous Rosa scorches the family breakfast, Maya thinks the apartment is cursed with bad luck. Using Maggie's grandmother's Guide to Feng Shui (which they don't really have time to read thoroughly), Maya, Miguel and the gang redecorate the entire place in an effort to restore positive energy before Santiago brings home an important supplier for dinner

that evening. But at dinner that night, the kids' freshly painted walls, makeshift Asian fountains, and rearranged furniture cause a lot more harm than good.

11:00 AM CYBERCHASE (407) *The Case of the Missing Memory*

Under the guise of a peace mission, Wicked arrives at Control Central with a handful of bad guys. But someone's up to no good, and steals Motherboard's precious Memory Integrator. Whodunit? Where is it?? And what does it look like??? Digit and the kids must figure out what they know - what they don't know - and what they need to know. Can they do it all before Motherboard's memory is lost forever? EDUCATIONAL OBJECTIVE: When faced with a problem, make sure you have all the information you need to solve it.

MONDAY, OCTOBER 16

6:30 AM **BARNEY & FRIENDS** (1020) *China and Kenya*

China: BJ is waiting for a very special letter from his pen pal in China. The letter reveals that his pen pal is coming for a visit. With the help of friends in the park, BJ hurries to get the park ready. He wants it decorated so his pen pal feels right at home. But, BJ learns that his pen pal wants to see how BJ really lives! Kenya: Everyone is anxiously awaiting Mrs. Matuma's Harambee Dance Troupe to arrive. They finally arrive and perform a show of African music and dance. In the end, everyone pulls together in the true spirit of Harambee!

7:00 AM **SESAME STREET** (4071) *Professor Super Grover's School for Super-Heroes*

Super Grover opens his School for Super Heroes and begins to teach Zoe, Rosita, and other students everything they need to know about being a super, super, super hero. Of course, he gets a lot of coaching from his students as everyone picks a superhero name, sings the superhero alphabet, and learns how to sing the "Help Song." Finally they all help a scared Letter H and they officially graduate from the Super Hero school!

8:00 AM **CYBERCHASE** (306) *The Grapes of Plath*

A terrible cyberglitch afflicts the young prince of the Crab Kingdom and the CyberSquad must cure him and stop Hacker before all is lost.

8:30 AM **CURIOUS GEORGE** (115) *Curious George and the Dam Builders/Curious George*

Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! Curious George's Low High Score - George can't understand why his high score of 257 isn't a winner when he plays his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

9:00 AM **CLIFFORD THE BIG RED DOG** (135) *Jetta's Tall Tale/The Big Fetch*

Jetta feels a twinge of jealousy when the other children make a fuss over Emily Elizabeth's wonderful big pet Clifford, so she blurts out a story about her own wonderful big pet a huge parrot named Lulu. But the little lie quickly grows into a big mess, forcing Jetta to dress Clifford up as a bird to keep the lie from being exposed. Her conscience finally makes her do the right thing and she apologizes for having created the lie in the first place. Vaz is new at being a paperboy and is struggling with getting the papers onto people's doorsteps. Cleo steps in and discovers that she can earn treats by helping out! She recruits Clifford and T-bone and together they enjoy helping Vaz out and getting treats. But before long Cleo has forgotten about the helping out part and is only concerned with getting treats. Clifford and T-bone help her rediscover that helping for its own sake is its own reward.

9:30 AM **DRAGON TALES** (311) *Prince for a Day/So Long Solo*

Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess's advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodle Fairy Kingdom is that day, there is plenty for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own. good thing Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." So Long Solo - Zak and Wheezie are eager to prep their performances in the rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheezie wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheezie's loud trumpet playing scares away Zak's jugglebugs and Zak's search for a juggle bug prevents Wheezie from practicing her trumpet. Eventually they compromise and agree to take turns. Wheezie holds off playing her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheezie lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a display of talent and collaboration.

10:00 AM **IT'S A BIG BIG WORLD** (129) *Get Well Moon/Take Your Time*

Get Well Moon: Bob and Wartz are anxiously awaiting the full moon, but when they see it, the moon looks kind of orangey-red. They think that the moon must be sick and hurry off to see if Burdette can fly some medicine to it. After a visit to Snook and Madge, Bob is relieved to discover that the moon isn't sick and the color comes from light the moon is reflecting. EDUCATIONAL OBJECTIVE: The Moon -The moon is very far away and made out of dust and rocks. It looks bright because of reflecting sunlight. Take Your Time: Smooch pops in to see Snook, anxious about all of the things she has to do that day and how little time

she has to do them. Snook reminds her that it is important to slow down and enjoy what she's doing, and to stop and rest sometimes. Finally, Smooch realizes he is right, and when Winslow comes by, the three friends decide to take some time to smell the flowers - literally. EDUCATIONAL OBJECTIVE: Balancing Work and Rest - It is important to do what we need to do and be responsible, but it is also important to take time each day to rest and enjoy the world around us. Sometimes taking our time and enjoying the process helps us to do a better job.

10:30 AM JAKERS! (113) *Rock Around The Cluck*

Young Piggley discovers the joy of the new sounds of rock 'n roll, and finds that he is suddenly eager to go to school-on Saturdays!-for his guitar lesson. When Piggley falters during his first public performance, Ferny and Dannan offer loving support and shared enthusiasm to help him regain his confidence.

11:00 AM CAILLOU (411) *Nature*

Today Caillou discovers the wonders of the natural world. Grandma introduces Caillou to the many birds that live in the park, and then gives him a bird house for his own backyard. That's why Caillou's prepared when he and Sarah find a baby bird that's fallen from its nest, and they nurse it back to health. Later, Caillou and his daycare buddies have a treasure hunt in the forest. With Sarah and a magnifying glass, Caillou pretends to be a jungle explorer, hunting "big game" in the garden. On another day, Caillou and his family go away for a weekend of camping in the woods. He climbs a mountain with Daddy and really, really hopes he will get to see a moose before it is time to go home.

11:30 AM BOB THE BUILDER (210) *Helping Hands*

When Spud hears that Bob is putting together the machinery for Farmer Pickles' sunflower oil factory, he decides that putting things together is something he'd be very good at, and so he heads off to the factory to lend a hand. He even takes a box of parts to put together by himself! Will Spud succeed or learn that when you're working on a big project, it's always best to work together as a team? Roley's Round Up It's a very hot day at the new community site. Bob and Wendy have got to finish building their workshop - it's an inside job so the machines all get the day off. Roley soon finds all sorts of friends who want to be inside as well, but with the work to be done, there's no place to go! Can Roley find a solution to keep everyone calm and cool or will his plan have Bob over-heating?

2:30 PM READING RAINBOW (1110) *Archibald Frisby*

In this episode of "Reading Rainbow," Levar goes to the amusement park and rides the roll-a-coaster. The program deals with science and what makes everyday things work. From velcro, to weightlessness to testing cars for safety; the program shows how science is used to create and activate society. Michael Chesworth reads the book, "Archibald Frisby," about a child who is interested in science and how things work. The children review the books "WHAT MAKES POCORN POP?," "I WONDER WHY BUBBLES MAKE SOAP," and "SCIENCE MAGIC WITH LIGHTS."

3:00 PM BETWEEN THE LIONS (402) *Grow, Mane, Grow!*

Lionel is still a growing cub, but he'll do anything to grow a grown up mane like his dad's! Guest star: India.Arie. Designated Reader: Larry King. Key word: mane. Target vowel: long a.

3:30 PM CURIOUS GEORGE (114) *Curious George's Rocket Ride/Curious George, Stati*

Curious George's Rocket Ride - The International Space Station's food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can't help but be curious about what's in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George's experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

4:00 PM DRAGON TALES (310) *Express Yourself/A Snowman for All Seasons*

Express Yourself - The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. After the gang rescues Doodle Cliff from a threatening rain cloud that could destroy the Doodle Fairies' painting, Cassie gets the courage to talk to Enrique. Once he realizes how Cassie feels about being called Pinky, he apologizes and agrees to stop using it. Cassie beams as her Dragon Badge glows, rewarding her for speaking up even though it was hard. A Snowman For All Seasons - It may not be snowing a lot at home, but Max & Emmy know

where there's always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won't solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again.

4:30 PM ARTHUR (1005) *D.W. Aims High/Flaw and Order*

D.W. Aims High: D.W. wants to be the first person to set foot on Mars! But what if scary purple aliens eat her? With help from her dad, D.W. separates fact from fiction and discovers the excitement of space exploration. *Flaw and Order:* Who's responsible for cracking Dad's cake platter? DUN-DUN! All the evidence points to Arthur! DUN-DUN! Or does it? DUN-DUN! With Buster's help, Arthur sets out to clear his name - and figure out what keeps making that mysterious yet familiar "DUN-DUN" sound.

5:00 PM CYBERCHASE (120) *Trading Places*

(topic: Money) - While attempting to rescue Dr. Marbles, the kids and Digit crash land on cybersite Nowhere, along with Hacker, Buzz and Delete. As a result of the crash, Hacker is shrunk, and Buzz and Delete become smart. In a race to rebuild their cybercraft and save Marbles, Digit and the kids learn to trade and barter and eventually create a monetary system. But who will finish first?!! The Big Idea: Instead of trading what you have for what you want, you can make it easy to buy and sell by creating a system where you exchange goods for tokens of different fixed values - money!

TUESDAY, OCTOBER 17

6:30 AM **BARNEY & FRIENDS (801) *A Fountain of Fun***

While Barney and the children wait for Mr. Boyd's new fountain to be delivered, they have fun playing in and exploring the park.

7:00 AM **SESAME STREET (4115)**

Today is Luis and Maria's wedding anniversary. They have decided to celebrate by having a picnic together. Little do they know, though, that it is "H" day on Sesame Street. First they get interrupted by Elmo, Zoe, and Big Bird singing about the letter "H," but they sneak off just in time and find another spot to have their picnic. Next the H-Man pops in and wants everyone to play "The Sound of H." Maria and Luis decide to join in, but while the others are still hopping along with the hopping honkers, they manage to sneak away again. At last they are going to have their picnic. This is until its time for the letter "H" dance, which just happens to be Luis and Maria's favorite dance which they did on their honeymoon- "The Hula." They decide to finish their picnic later and dance with everyone instead. Luis and Maria have a happy anniversary after all.

8:00 AM **CYBERCHASE (120) *Trading Places***

(topic: Money) - While attempting to rescue Dr. Marbles, the kids and Digit crash land on cybersite Nowhere, along with Hacker, Buzz and Delete. As a result of the crash, Hacker is shrunk, and Buzz and Delete become smart. In a race to rebuild their cybercraft and save Marbles, Digit and the kids learn to trade and barter and eventually create a monetary system. But who will finish first?!! The Big Idea: Instead of trading what you have for what you want, you can make it easy to buy and sell by creating a system where you exchange goods for tokens of different fixed values - money!

8:30 AM **CURIOUS GEORGE (116) *Curious George Sees Stars/Curious George Gets A Tr***

Curious George Sees Stars - George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult-the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city?*Curious George Gets a Trophy* - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

9:00 AM **CLIFFORD THE BIG RED DOG (138) *Topsy Turvy/Clifford's Charm School***

Jetta and Emily trade dogs for the Islands annual Topsy Turvy Day, a day when everything gets turned around. Jetta learns that being kind and thoughtful gets you a lot farther than being bossy./ Mrs. Bleakman is having a very special party for her book club members and Cleo and Mac convince Clifford that his regular good manners won't be good enough for the event. Clifford believes he is just fine the way he is, but Cleo and Mac insist on teaching him some special fancy manners. In the end, Clifford decides to just be himself and ends up saving the party by providing shade for Mrs. Bleakman's guests.

9:30 AM **DRAGON TALES (312) *The Balancing Act/A Small Victory***

The Balancing Act - Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy's happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-size. Ord tries, but doesn't have very good balance, and as he falls, the skateboard shoots out from under him. He feels terrible about losing Emmy's skateboard, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to try to balance. When they finally discover Emmy's board, Ord has practiced his balancing enough so that he can have fun riding the skateboard. *A Small Victory* - Quetzal gives the gang the task of collecting rare exotic plants to add to the School in the Sky garden. When Max is teamed with Lorca, he is worried that they can't handle very much -Max is small and Lorca is in a wheelchair. After Max tells Lorca about his frustration, Lorca shows him ways to overcome his physical limitations and to "think of what you can do, not what you can't." When they find their plant and cannot reach it, Max gets discouraged, but Lorca helps him to use a tool to retrieve it. They use their brains to help the others overcome challenges presented by their own exotic plants. In the end, Max realizes that with some brains and the right tools, he can do anything!

10:00 AM **IT'S A BIG BIG WORLD (130) *A Bird Tale/Friendship***

A Bird Tale: After learning about migration, Bob and Wartz overhear Burdette say that she is going somewhere, and become afraid that she is migrating. They gather all sorts of food for her to eat and things for her nest so she won't leave, but when they arrive at her empty nest, they are sure that they're too late. But Burdette returns and tells them that she hasn't left - she's just been visiting her cousin! **EDUCATIONAL OBJECTIVE: Migration** - There are many types of animals that migrate for different reasons including to find food or because of changing temperature. *Friendship*: Snook sees Snail and learns that Snail has had a misunderstanding with Worm and now doesn't think he has any friends. Snook tells him that it is ok when misunderstandings between friends happen, we just need to work through our problems. When Worm finally catches up with Snail and asks him to play tag, the two friends are reconciled and off to play! **EDUCATIONAL OBJECTIVE: Friendship** - It can be fun and interesting to

have friends who are very different from you. It is important to be open and talk about misunderstandings with friends to get past difficulties in friendships.

10:30 AM JAKERS! (114) *Donkeys Into Racehorses*

When Mr. Hornsby asks the class to think about the meaning of the old expression "you can't make a racehorse out of a donkey", Piggle takes it as a challenge! He sets out to change his donkey Finnegan into a racehorse. In the end he learns that all living creatures have their own special talents-even donkeys.

11:00 AM CAILLOU (412) *Knowing I'm Growing*

Caillou is getting bigger! Caillou's feet are growing, so Mommy takes him to the shoe store where the salesman measures his feet, and Caillou gets a new pair of shoes. But he's not as big as Andre, who can ride a big bike, or Sarah, who is losing a tooth and waiting for the Tooth Fairy. Caillou is reassured he's growing when the growth chart shows how tall he has become. And, Caillou is too big for his favorite shirt, so he gives it to his favorite teddy bear to wear. On another day, Sarah invites Caillou to a little brother or sister day at school. The school is big and Caillou is a little afraid. But with Sarah's help Caillou has a lot of fun.

11:30 AM BOB THE BUILDER (211) *Using Clues*

Dizzy the Detective and Assistant Detective Spud are called in to solve the case of the missing millstone at the old watermill. Spud discovers the first clue - and the team is sure that they are on the right trail! But just when they think the job is done, the track vanishes! Will Dizzy and the can-do crew ever be able to solve the case and finish the watermill for Farmer Pickles? Two Jobs Travis Travis receives his own Talkie Talkie and is very excited to try it out on the job. Then, Mr Beasley arrives in the valley in search of the perfect site for his new home. Travis can't wait to help Mr. Beasley and Bob, but then Farmer Pickles calls on the Talkie Talkie with another job for Travis! Can Travis get his work done and still have time to answer all the calls on the Talkie Talkie?

2:30 PM MR. ROGERS NEIGHBORHOOD (1692) *Mister Rogers Talks About Mad Feelings*

Mister Rogers helps children know that everyone has different ways to deal with mad feelings for some it might be through art, for others through music. In the Neighborhood of Make Believe, Lady Elaine, still angry about her Eiffel Tower drawing, is jealous that Robert Troll draws better than she, and so she turns the Tower upside down. Jay Styperk, a teenager in a wheelchair who's a swimming champion, exercises with Mister Rogers and talks about how exercising helps him deal with his feelings.

3:00 PM BETWEEN THE LIONS (303) *What Parakeets Need*

Theo and Cleo give the cubs a pet parakeet...but will Sweetie Tweetie talk? Designated Reader: Kelly Ripa. Key word: parakeet. Target vowel: double e - ee

3:30 PM CURIOUS GEORGE (115) *Curious George and the Dam Builders/Curious George*

Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! Curious George's Low High Score - George can't understand why his high score of 257 isn't a winner when he plays his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

4:00 PM IT'S A BIG BIG WORLD (311) *Prince for a Day/So Long Solo*

Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess's advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodle Fairy Kingdom is that day, there is plenty for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own. good thing Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." So Long Solo - Zak and Wheezie are eager to prep their performances in the rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheezie wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheezie's loud trumpet playing scares away Zak's jugglebugs and Zak's search for a juggle bug prevents Wheezie from practicing her trumpet. Eventually they compromise and agree to take turns. Wheezie holds off playing her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheezie lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a display of talent and collaboration.

4:30 PM ARTHUR (1004) *Feeling Flush/Family Fortune*

Feeling Flush: When Elwood City experiences a drought, Francine bets Arthur that her family can use less water than his. But Francine is shocked to learn that, despite her conservation efforts, her water meter levels are twice as high as Arthur's! What's going on at the Frensky household? Will Francine find out who's behind the flushing frenzy? Family Fortune: The TV show, Treasure Caravan, is coming to Elwood City! Arthur and D.W. are convinced that in Grandma Thora's attic they'll find treasures that will make them famous on TV - and rich beyond their wildest dreams. But what they really discover is that family history and cultural traditions are far more precious.

5:00 PM CYBERCHASE (309) *The Snelfu Snafu (Pt. 1)*

The long lost encryptor chip, the one computer component that can bring Motherboard back to full power, appears for sale on the popular cybersite U- WANT, U-BID! The CyberSquad has only a few days to save enough money to outbid Hacker for the precious chip. They win the auction, but are totally unprepared for what happens when they implant the chip into Motherboard - Hacker takes over Cyberspace!

WEDNESDAY, OCTOBER 18

6:30 AM **BARNEY & FRIENDS (802) *On Again, Off Again***

Barney, Baby Bop and the kids learn all about "on" and "off" by playing games together.

7:00 AM **SESAME STREET (4076) *Baby Bear Adjusts to Curly's Big Growl***

Baby Bear is shocked to find out that his baby sister Curly Bear has a louder growl than he does! This becomes a serious problem for Baby Bear who thinks that since he's the big brother, he should have a louder growl than his little sister. Baby Bear asks different people for help in trying to figure out how he can have a louder growl than Curly. Big Bird tries to help by telling Baby Bear to do exactly everything Curly Bear does when she growls (sucking her thumb, stretching her arms, tugging her ear), but that doesn't work. Then, Professor Gary Gill comes by with an animated letter "G," and tells Baby Bear that in order to have a louder growl, he must use his imagination to make the letter "G" grow as he figures out words that start with the letter "G." This doesn't work either and Curly Bear still has a louder growl. Papa Bear then helps Baby Bear feel better by realizing that instead of being upset and embarrassed, he should be proud of having a sister who has such a special gift.

8:00 AM **CYBERCHASE (309) *The Snelfu Snafu (Pt. 1)***

The long lost encryptor chip, the one computer component that can bring Motherboard back to full power, appears for sale on the popular cybersite U- WANT, U-BID! The CyberSquad has only a few days to save enough money to outbid Hacker for the precious chip. They win the auction, but are totally unprepared for what happens when they implant the chip into Motherboard - Hacker takes over Cyberspace!

8:30 AM **CURIOUS GEORGE (117) *George Makes A Stand/Curious George Sees The Light***

George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to explain to The Man with the Yellow Hat what happened to all his lemonade. *Curious George Sees the Light* - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George's fixes don't have the desired effect-traffic gets backed up and even Jumpy can't get across the street to find his nuts! George has to work with Officer Quint to fix the light and get a better understanding of just what those red, yellow and green lights mean.

9:00 AM **CLIFFORD THE BIG RED DOG (218) *Fishing Lessons/No Baths for Cleo***

Fishing Lessons - Clifford's Big Idea: Be Respectful Charley promises to teach Emily Elizabeth how to fish, then keeps putting it off until "tomorrow." At first Emily Elizabeth is understanding and uses the extra time to visit the library and check out books on fishing, but after a while, she's hurt by Charley's continuous cancellations. Emily Elizabeth and Jetta help him to realize that once a promise is made, it should be honored and respected. *No Baths For Cleo* - Clifford's Big Idea: Be Respectful To avoid baths, Cleo runs away from home. With the help of her friends, she comes to understand and respect the fact that giving Cleo a bath is just one of the many ways Mrs. Diller shows her love.

9:30 AM **DRAGON TALES (313) *Feliz Cumpleanos, Enrique/On Thin Ice***

Feliz Cumpleanos, Enrique - It's Enrique's birthday! Max, Emmy, and their dragon friends throw him a surprise party with streamers, Dragonblowers, and traditional American games. Enrique is thrilled that his new friends have planned such a special party for him, but he can't help but feel sad, missing his friends and the traditions that are part of birthday celebrations in Colombia. The gang tries to cheer him up, but his sadness keeps brimming to the surface. After a talk with Quetzal, Enrique learns that sometimes you need to have a good cry to let the sadness out. Enrique takes Quetzal's advice and then rejoins the party ready to celebrate. The friends march around in a Dragonland Conga as they play with their homemade maracas and chant "Feliz Cumpleanos!" *On Thin Ice* - It's Willie the Snow Seal's birthday, and there's going to be a big party with singing and a lot of yummy cake. It's a good thing that Emmy and Max brought their skates, because Willy lives in a huge icy cave next to a frozen pond. Zak and Wheezie are excited about the party, too, except for one thing-they don't know how to ice skate! Their friends are happy to help them learn. Although Wheezie is eager to get started, Zak isn't so sure. On their first attempt, they immediately fall on the ice. Emmy explains that they need to lace their skates tighter so their feet aren't so wobbly. Much better! But after a few steps, down they go! The gang advises them to hold onto the branches at first and then try holding their arms out to the side to help keep their balance. Emmy shows them the best way to fall - a very important safety tip. As they practice, they improve, and are finally confident enough (even Zak!) to skate into Willie's cave for the surprise celebration.

10:00 AM **IT'S A BIG BIG WORLD (110) *Color My World/Smooch's Caterpillar***

Color My World: Burdette convinces Bob that the ants would like him better if he were more colorful, but Snook teaches Bob that animals are different colors for good reason, their protection! *Smooch's Caterpillar*: Smooch tries to introduce Winslow to her

new caterpillar Harry, but they find he's wrapped in its chrysalis. The monkeys are concerned about what's happening to their friend, until Madge gives them a lesson on metamorphosis, and Harry emerges a beautiful butterfly. EDUCATIONAL OBJECTIVES: Natural camouflage - Different animals are different colors for different reasons. Metamorphosis - Some animals go through a metamorphosis. Some metamorphoses cannot be reversed.

10:30 AM JAKERS! (115) *Fir Not*

Piggley and his pals try to track down and trap a Fir Darrig, a particularly mischievous leprechaun. In the process, the kids accidentally break a window and decide to blame it on the Fir Darrig. Soon it begins to appear that the Fir Darrig is taking his revenge on them for giving him the blame-or is it just their guilty consciences?

11:00 AM CAILLOU (413) *All Kinds of Weather*

Rain, sleet, sun, and snow: Caillou is amazed by all the ways that weather changes. He's nearly in a state during a thunderstorm until Dad explains what thunder is (and how to tell it's going away). Caillou also makes the best of a rainy day by splashing in puddles. And when a winter storm hits, Mom and Dad make a scary blackout into a fun indoor camping trip, complete with sleeping bags and marshmallows! Mom is making one of her special snowman cakes, which means Caillou and Rosie have to go to the shop with her to get the ingredients. Then Caillou gets lost in the shop...but it all works out fine in the end. On another day, when Caillou's kite-flying plans are defeated by rain, he creates a pirate ship in his living room.

11:30 AM BOB THE BUILDER (212) *A Colorful Discovery*

Bob is building an extraordinary new cave-house for Sandy Beach - a caveman expert! At the site, Dizzy decides that Sandy's cave-house would look much nicer with more color, and Sandy agrees. So Scrambler is off to find the perfect colors to decorate the cave! But finding the right materials for the job turns out to be harder than he thought! Will Scrambler come up with the right plan and the right colors for Sandy's cave! Spud's Bumper Harvest Farmer Pickles asks Bob to help build a silo to store sunflowers before they're taken to the factory. Spud decides that it would be a good idea to harvest them now, before Squawk the crow can get to them! But when Bob takes longer than expected to finish the job, Spud must find another place to store his harvest! Will Spud's sunflower harvest be too big for a scarecrow to handle? Will he need to call in the team?

2:30 PM READING RAINBOW (1303) *Saturday Sancocho*

The art of bartering is the topic as Levar Burton introduces the book "Saturday Sancocho". When Maria's family can't afford sancocho, she and her mother figure out a way to trade eggs for the ingredients they need for chicken sancocho. A little boy named Jimmy learns the value of a dollar by trading Baseball cards. Levar Burton goes to an auction to learn how objects are valued. Books featured this week are "Mama Bear", "The Pirate Cook Book", and "Mama Provi and the Pot of Rice".

3:00 PM BETWEEN THE LIONS (307) *Out In Outer Space*

Grandpa Lion visits the library to tell the cubs a true story about a friend who traveled out in outer space. Guest Stars: Melissa Etheridge, Brian McKnight, and astronaut Ellen Ochoa. Designated Reader: Vanessa Williams. Key word: out. Target vowel: ou

3:30 PM CURIOUS GEORGE (116) *Curious George Sees Stars/Curious George Gets A Tr*

Curious George Sees Stars - George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult-the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city? Curious George Gets a Trophy - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

4:00 PM DRAGON TALES (312) *The Balancing Act/A Small Victory*

The Balancing Act - Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy's happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-size. Ord tries, but doesn't have very good balance, and as he falls, the skate board shoots out from under him. He feels terrible about losing Emmy's skateboard, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to try to balance. When they finally discover Emmy's board, Ord has practiced his balancing enough so that he can have fun riding the skateboard. A Small Victory - Quetzal gives the gang the task of collecting rare exotic plants to add to the School in the Sky garden. When Max is teamed with Lorca, he is worried that they can't handle very much -Max is small and Lorca is in a wheelchair. After Max tells Lorca about his frustration, Lorca shows him ways to overcome his physical limitations and to "think of what you can do, not what you can't." When they find their plant and cannot reach it, Max gets discouraged, but Lorca helps him to use a tool to retrieve it. They use their brains to help the others overcome challenges presented by their own exotic plants. In the end, Max realizes that with some brains and the right tools, he can do anything!

4:30 PM ARTHUR (1003) *Desert Island Dish/The Secret About Secrets*

Desert Island Dish: When Mr. Ratburn challenges the class to find the perfect food for surviving on a desert island, everyone picks potato chips or ice cream! But Arthur and the gang soon discover that they cannot survive - or pass their assignment - on junk food alone. By working together the kids learn about the importance of a balanced diet to overall health. The Secret About Secrets: Everyone seems to have a secret; everyone that is, except D.W.! But when D.W. is finally told one, she quickly learns that getting a secret is easy, but keeping one - and avoiding hurt feelings - is a lot harder than she thought.

5:00 PM CYBERCHASE (310) *The Snelfu Snafu (Pt. 2)*

The CyberSquad must find a way to bring Motherboard back to power and oust Hacker. Their friend Slider's invention "the Synclator" is the answer - but some of the expensive parts are missing and they have limited funds. This is the biggest challenge the kids have ever faced, and if they fail now, Motherboard will be lost forever!

THURSDAY, OCTOBER 19

6:30 AM **BARNEY & FRIENDS (803) *Sharing Is Caring!***

The children bring toys to donate to Mr. Boyd's toy drive. Baby Bop and BJ arrive and after some convincing, Baby Bop learns about the merits of sharing.

7:00 AM **SESAME STREET (4116)**

Elmo wants to play school, but who can be the teacher? Alan agrees to be Elmo's pretend teacher, while he's working at Hooper's Store. Mr. Alan first greets the class and then takes attendance, since this is what Elmo says happens in real school. Throughout Elmo's day, he gets to draw a picture, listen to Mr. Alan read a book and sing the alphabet song. Mr. Alan's school is getting very popular. Some kids have joined the class, along with Old MacDonald's goat and an elephant who has come all the way from Staten Island to learn how to rhyme. Elephant couldn't have done it without the greatest teacher in the whole world. Elmo also thanks his favorite teacher, Mr. Alan, for the best day of pretend school ever!

8:00 AM **CYBERCHASE (310) *The Snelfu Snafu (Pt. 2)***

The CyberSquad must find a way to bring Motherboard back to power and oust Hacker. Their friend Slider's invention "the Syncolator" is the answer - but some of the expensive parts are missing and they have limited funds. This is the biggest challenge the kids have ever faced, and if they fail now, Motherboard will be lost forever!

8:30 AM **ARTHUR (118) *Candy Counter/Curious George, Rescue Monkey***

Candy Counter - Eating candy is easy, but counting and sorting it is much more difficult! George quickly learns this when he agrees to watch Cayley's candy counter for an afternoon. While trying to stack the chocolates into different shapes, they all fall over, and George can't remember which candy is what! With help from a few customers, and a little sampling, George discovers how to sort the candies by color and shape. Curious George, Rescue Monkey - George is inspired to become a volunteer with the fire department when they help him get his foot unstuck from a chair. He spends the day with Andie, Stig and Stew of Rescue Squad 86 and has fun trying out all the special fire fighting tools. But when Compass gets trapped at the museum, a little monkey ends up being the best tool for the job.

9:00 AM **CLIFFORD THE BIG RED DOG (222) *Food for Thought/Friends 4ever***

FOOD FOR THOUGHT: Clifford and his friends are influenced by advertisements for a new dog food. FRIENDS 4EVER: When T-Bone learns his old best buddy Burger is coming for a visit, he tells Clifford and Cleo about the time when he was a puppy, and thought he'd never be able to have another friend as good as Burger.

9:30 AM **DRAGON TALES (314) *Teasing Is Not Pleasing/Down The Drain***

Teasing Is Not Pleasing - The big Dragonbasketball game is about to start, and Emmy is raring to go! The opposing team is from the School on the Lake, and Ord is worried because they're very good. Quetzal reminds the gang that the most important thing is to have fun. Go team, go! Buster and Mookie, players on the other team, pass the ball back and forth and score. Emmy takes a shot but misses and the ball bounces out of bounds. She's disappointed but still upbeat-until Buster and Mookie tease her about the miss. Although she tells them that what they said hurt her feelings, they continue to tease her throughout the entire game. With Quetzal's advice, Emmy decides to show those guys that their teasing doesn't bother her anymore. After all, she knows that what they say about her isn't true! Emmy scores the winning point, leaving the name-callers speechless - and wondering why she isn't teasing them now. Emmy leaves the game feeling fine. Down the Drain - Max, Emmy, and Enrique are excited to join their dragon friends and Captain Scalawag on a sky-sailing adventure. When Captain Scalawag pulls up the anchor, he also pulls up the plug that holds the water in Dragoon Lagoon! As the water drains out, the little creatures who live there panic. With quick thinking, the captain unveils his onboard aquarium where the silliguanas and hissyfish can temporarily live as the gang thinks of ways to refill the lagoon. When their methods to transfer water from Rainbow River to the lagoon prove too slow, the friends seek the help of the master-diggers, the dragonbeavers. Once water is returned to the lagoon, everyone cheers as the silliguanas and hissyfish return safely home.

10:00 AM **IT'S A BIG BIG WORLD (111) *Mini Monkey/The Five Senses***

Mini Monkey: Winslow, discouraged that he's not growing as fast as his sister, tries all sorts of crazy strategies to grow faster. But when he has a dream that he's huge, he wakes relieved that he's not growing all that fast, after all. The Five Senses: Smooch and Winslow have just learned about the five senses from Snook when they run into Bob, who heard a scary noise the night before. Smooch uses all of her senses to help Bob discover the source of the noise, which turns out to be coming from a sleeping (and snoring!) Oko. EDUCATIONAL OBJECTIVES: Growth and Getting Bigger - Living things grow, some fast and some slow. Senses - We have at least five senses: sight, hearing, touch, smell, and taste. Investigating by using different senses is a good way to gather information and for "finding out."

10:30 AM JAKERS! (116) *The Legend of Raloo*

The kids learn about their Irish heritage. Unfortunately, the game that ensues puts Ferny on the opposing side to his friends because of his Spanish heritage.

11:00 AM CAILLOU (414) *Caillou Discovers*

Caillou discovers new things today and is so excited when Daddy brings home a computer. He learns to share the computer with his entire family - even Gilbert! Caillou and Leo are playing dinosaurs in the backyard and discover a fish fossil rock. They visit the library to learn more about dinosaurs and fossils. Also, Caillou takes his first flight and he's curious about everything. Then, Grandpa discovers a new planetarium is opening and there's a prize for the best space costume. Caillou is thrilled when the winner turns out to be...a surprise!

11:30 AM BOB THE BUILDER (213) *Taking Charge*

Bob has just finished a new waterwheel for the old watermill, but it's so big that they have to move it piece by piece. Muck can't wait to lead the way, and sets off with Scoop, Lofty, Benny and the wheel to get the job done! However, when Muck can't remember exactly how the plan was supposed to go, the crew ends up stuck! Can Muck make things right and lead the team to the mill? While Bob's Away, Robert Will Play Robert and Dot, Bob's Mom and Dad are visiting the new community when a roof problem at the school leaves Marjorie's children with no place to go! Bob and Wendy volunteer to fix the roof while Bob's parents look after the children. Robert wants to build them a playground, just like the one Bob had as a child, but when he can't quite remember which part of the playground was Bob's favorite; and is all out of materials, can Robert reuse something old to finish the playground and surprise Bob?

2:30 PM MR. ROGERS NEIGHBORHOOD (1694) *Mister Rogers Talks About Mad Feelings*

What do you do with the mad that you feel? Do you pound something, like some play clay or a steel pan? Mister Rogers visits people who make and play steel pans. In the Neighborhood of Make Believe, an old friend has a bag of "tricks" that can give Lady Elaine better things to do with her mad feelings besides turning things upside down.

3:00 PM BETWEEN THE LIONS (310) *Treats!*

An advertising Dream Team-creators of the Lions' favorite "Wheaty Meat Treats" spot-is hired to create a commercial for the library. But it seems the team needs a little help.... Guest Stars: Vanessa Williams, Oliver Platt, and Jon Stewart. Designated Reader: Melissa Etheridge. Key word: treat. Target vowel: ea

3:30 PM CURIOUS GEORGE (117) *George Makes A Stand/Curious George Sees The Light*

George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to explain to The Man with the Yellow Hat what happened to all his lemonade. Curious George Sees the Light - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George's fixes don't have the desired effect-traffic gets backed up and even Jumpy can't get across the street to find his nuts! George has to work with Officer Quint to fix the light and get a better understanding of just what those red, yellow and green lights mean.

4:00 PM DRAGON TALES (313) *Feliz Cumpleanos, Enrique/On Thin Ice*

Feliz Cumpleanos, Enrique - It's Enrique's birthday! Max, Emmy, and their dragon friends throw him a surprise party with streamers, Dragonblowers, and traditional American games. Enrique is thrilled that his new friends have planned such a special party for him, but he can't help but feel sad, missing his friends and the traditions that are part of birthday celebrations in Colombia. The gang tries to cheer him up, but his sadness keeps brimming to the surface. After a talk with Quetzal, Enrique learns that sometimes you need to have a good cry to let the sadness out. Enrique takes Quetzal's advice and then rejoins the party ready to celebrate. The friends march around in a Dragonland Conga as they play with their homemade maracas and chant "Feliz Cumpleanos!" On Thin Ice - It's Willie the Snow Seal's birthday, and there's going to be a big party with singing and a lot of yummy cake. It's a good thing that Emmy and Max brought their skates, because Willy lives in a huge icy cave next to a frozen pond. Zak and Wheezie are excited about the party, too, except for one thing-they don't know how to ice skate! Their friends are happy to help them learn. Although Wheezie is eager to get started, Zak isn't so sure. On their first attempt, they immediately fall on the ice. Emmy explains that they need to lace their skates tighter so their feet aren't so wobbly. Much better! But after a few steps, down they go! The gang advises them to hold onto the branches at first and then try holding their arms out to the side to help keep their balance. Emmy shows them the best way to fall - a very important safety tip. As they practice, they improve, and are finally confident enough (even Zak!) to skate into Willie's cave for the surprise celebration.

4:30 PM ARTHUR (1002) *The Squirrels/Fern & Persimmony Glitchet*

The Squirrels: After watching the classic horror movie, "The Squirrels," Arthur and his friends are scared to step out into the playground and just about everywhere else! Are squirrels suddenly trying to take over the world? Will Arthur ever be able to go outside again? Or, will he and the gang find a way to make friends with their furry neighbors?

Fern & Persimmony Glitchet: Fern's story about perfect Felicity Bonchance is thought perfectly boring by her friends, so Fern seeks advice from Persimmony Glitchet, the mysterious and elusive author of the book series, Horrendously Horrible Happenings. With Mr. Glitchet's help, Fern learns that creativity, imagination, and hard work - not sugar and spice - are the real ingredients for a good tale.

5:00 PM CYBERCHASE (401) *Balancing Act*

Shari Spotter is selected by Headmaster Stumblesnore to make a film about Frogsnorts. Matt is the director. Inez the writer. Jackie the producer. And Digit is the camerabird. The team collaborates well until they realize they're spending too much too fast. The solution: create a budget. Their efforts are complicated by The Hacker, who places Stumblesnore under a spell in an effort to become the new headmaster of Frogsnorts.

FRIDAY, OCTOBER 20

6:30 AM **BARNEY & FRIENDS (1001) *Welcome, Cousin Riff and Special Skills***

Welcome, Cousin Riff: Barney has a tee-RIFF-ic surprise for BJ and Baby Bop! Their cousin Riff is moving to town. Riff surprises everyone with his awesome musical abilities and super-fun personality! Everyone is very excited that Riff will be in town for good! Special Skills: Barney suggests that BJ and Baby Bop put on a special show so Riff can see how much fun they have at the park! Riff is a little shy--he's never performed in a show before. Barney encourages Riff to participate, and Riff does what he knows best--he makes music! Riff and the show are big hits!

7:00 AM **SESAME STREET (4068) *Telly Falls from His Pogo Stick***

Telly is boinging all over Sesame Street on his pogo stick as he sings with three pogo stick "boingers" who are also boinging. As Telly attempts a huge boing, he crashes and falls off his pogo stick. He is not hurt and Maria tries to help him get back on. Telly is very afraid of getting back on his pogo stick and expresses his feelings. He wonders if maybe he's not as good as he thought he was and worries that he'll fall again if he gets back on. Big Bird tells Telly a story about when he was roller skating and fell and had to move past his fear and skate again. Others share stories to help Telly cope with his fear and finally, the three "boingers" come back and help Telly see that he needs to get back on his pogo stick again. Venus Williams - In "Imaginary Champion" with Elmo.

8:00 AM **CYBERCHASE (401) *Balancing Act***

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8:30 AM **CURIOUS GEORGE (119) *The Truth About George Burgers/Curious George In T***

The Truth About George Burgers - George accidentally loses a batch of Chef Pisghetti's newest creation: Giardino Burgers. And they need to be delivered to the Fireman's Picnic right away. Can George save the day by re-creating the Chef's recipe? Curious George in the Dark - Most of the time, George isn't afraid of the dark, but when he explores a mysterious cave, he decides that sometimes the dark can be a little scary. It doesn't get any better when a thunderstorm knocks the power out and the country house is in the dark. But with the help of his trusty flashlight, George conquers his fears and even shows Jumpy how to have some fun with shadows.

9:00 AM **CLIFFORD THE BIG RED DOG (223) *Tie-Dye Clifford/Stage Struck***

TIE-DYE CLIFFORD: When Clifford accidentally gives himself a bath with tie-dye dyes, he ends up looking like a T-shirt from the '60's! Not wanting to upset Emily, he tries to hide the fact. But soon learns that he can tell the truth to Emily because Emily understands that everyone makes mistakes. STAGE STRUCK: Mary has always been afraid to perform in front of an audience. But with the help and support of her friend Emily, Mary is able to overcome her stage fright.

9:30 AM **DRAGON TALES (315) *All That Glitters/Dragonberry Drought***

All That Glitters - Quetzal reads a story about "El Dorado," the city of gold, and shows the gang a shiny golden dragon scale that the city's Gilded Dragon gave him. Max asks Quetzal if they can bring the scale into the sunlight to see it really shine. He puts the scale in his pocket and promises that he will be careful with it. They decide to fly to the sunniest part of Dragon Land. When they arrive, Max discovers the scale is gone - and that his pocket has a huge hole in it! The group tries to find or replace it, but ultimately decides that Max needs to tell Quetzal the truth. Quetzal is understanding and shows the class back into the room where a surprise guest is waiting, the Gilded Dragon! After hearing their story, the Gilded Dragon generously gives Max a new scale which he hands carefully to Quetzal. Dragonberry Drought - The gang, especially Ord, is all ready for the best day of the year to pick dragonberries. Emmy has a basket, Max has a pail and the dragons have their pouches. Nothing can stop them, except maybe the fact that all of the dragonberries are missing! The bushes have all been picked clean! They try to think of many different ways to find them, including following a flock of Do-re-mi Birds (notorious dragonberry eaters). Once they realize that dragonberry bushes are both round and red, their search eventually leads them to one fruitful bush, where they discover a trail of footprints. They follow it and learn that Mungus the giant inadvertently picked all the berries to make his mother a very special treat-a dragonberry pie! He apologizes and promises them a slice when it is done baking-yummy! The slice turns out to be more than twice their size (even Ord) and twice as delicious as anything they've ever eaten in Dragon Land.

10:00 AM **IT'S A BIG BIG WORLD (112) *Wartz's Workout/Hot Enough for You?***

Wartz's Workout: Wartz decides to quit hopping, but soon he isn't feeling very well. When Snook explains to him that exercise helps you feel good, the two visit their friends to see how each animal likes to exercise, and Wartz realizes how much he loves his old familiar hopping after all. Hot Enough for You?: During a heat wave Winslow is convinced that someone has stolen the breeze from the World Tree, but, after a fruitless investigation to find the thief, Snook helps him discover there's a natural explanation,

after all. EDUCATIONAL OBJECTIVES: Exercise - We need both activity and rest to be healthy. Sometimes we get energy from being active. Healthy Eating - Eating foods that are right for us and in the right amounts and patterns are what help us have energy and feel healthy.

10:30 AM JAKERS! (117) *Sheep on the Loose*

When Piggley is put in charge of the sheep, his overly enthusiastic approach makes the sheep disgruntled and causes Wiley to run away. Piggley must then use his ingenuity and understanding to bring his sheep home. Through the process, he learns much about how to do a job well, and gains new respect from his father.

11:00 AM CAILLOU (415) *Friends*

Caillou's Grandma is surprised when Caillou tells her he doesn't have any friends. She reminds him about Clementine, Leo, his cat Gilbert, and tells him that even his sister Rosie is his friend. Then, Caillou makes a brand-new friend. His name is Andre and he's big - and also a bit clumsy. Caillou is upset with Andre when he breaks Caillou's favorite chair, but it's soon forgotten when they go outside and play soccer. Later, Caillou and Leo are having a great time playing when Leo trips and falls, hurting his ankle. Caillou is very worried about Leo and thinks it may be his fault Leo got hurt. But when he makes Leo a get-well card and visits him at home, Leo says it wasn't Caillou's fault he didn't tie his shoelaces. Sarah helps Caillou paint a birdhouse Dad built, but she can't finish it because she is off on an all-summer trip to China. Caillou misses her very much. On the day of her return, Caillou is ecstatic and anxious to show Sarah that not only is the birdhouse finished and hanging in a tree, it has a resident.

11:30 AM MISTER ROGERS' NEIGHBORHOOD (214) *Welcome, Sumsy*

Robert's come to the valley to spend some time with his son, Bob. They have a plan to spend the afternoon bird-watching but Bob has three very quick jobs to do and arranges to meet Robert as soon as he's done. While Robert is waiting, Bob is working --- and nothing is going as planned! All of the projects are taking much longer than expected. Will Bob and the team finish the jobs? Will he and his dad have a good time after all? Scoop Knows It All Farmer Pickles is about to declare his Sunflower Oil business open, and he needs a depot to store all the bottles of oil. To help with the new work load, Farmer Pickles introduces the team to a new machine --- Sumsy, the fork-lift, who loves to count! Scoop offers to show her around but Sumsy worries that they won't have enough time! Can Scoop and Sumsy use teamwork to get the job done and move all the oil to the depot?

3:00 PM BETWEEN THE LIONS (306) *Huff and Puff*

Whatever happened to the three little pigs after the wolf received his just deserts? Leona and Lionel want to know...so they write their own sequels to the story! Guest Stars: Teresa Weatherspoon of the New York Liberty and Vanessa Williams. Designated Reader: Susan Lucci. Key word: puff. Target vowel: short u

3:30 PM CURIOUS GEORGE (118) *Candy Counter/Curious George, Rescue Monkey*

Candy Counter - Eating candy is easy, but counting and sorting it is much more difficult! George quickly learns this when he agrees to watch Cayley's candy counter for an afternoon. While trying to stack the chocolates into different shapes, they all fall over, and George can't remember which candy is what! With help from a few customers, and a little sampling, George discovers how to sort the candies by color and shape. Curious George, Rescue Monkey - George is inspired to become a volunteer with the fire department when they help him get his foot unstuck from a chair. He spends the day with Andie, Stig and Stew of Rescue Squad 86 and has fun trying out all the special fire fighting tools. But when Compass gets trapped at the museum, a little monkey ends up being the best tool for the job.

4:00 PM KIDS' PICKS (Kids Picks)

4:30 PM KIDS' PICKS (Kids Picks)

5:00 PM CYBERCHASE (404) *Past Perfect Prediction*

Convinced that the last piece he needs to activate his powerful new machine is hidden in Slider's garage, Hacker threatens to evict the teen unless he pays up on an old debt. Enter the kids and Digit. As a way to raise the money, they convince Slider to open the garage for business - just like his dad did. They do, but quickly discover that there's more to it than meets the eye. Can they unlock the past to find the key to saving Slider's future?

SUNDAY, OCTOBER 22

6:30 AM MAKE WAY FOR NODDY (307) *Mr. Plod's Little Problem/Noddy and the Missing Muffins*

Mr. Plod's Little Problem - When two bugs have trouble following the Toy Town rules because of their size, Mr. Plod is not very sympathetic. But when Mr. Plod is accidentally shrunk to the bugs' height, he learns a big lesson about being small. Noddy and the Missing Muffins - Noddy gets to play detective when some freshly-baked gooleberry muffins are stolen. Following a few false accusations, Noddy uses clues to discover the real muffin thieves: Sly & Gobbo.

7:00 AM BIG COMFY COUCH (703) *Fibberish Gibberish*

Loonette's surprised to discover Molly's miffed at her for telling a tall tale but in the end learns that telling the truth is always the best idea.

7:30 AM CLIFFORD'S PUPPY DAYS (209) *Clifford's Little Friend/Tricky Business*

Clifford's Little Friend: After promising to play with little Lewis Sidarsky, Clifford gets into a game of ball with his older friends that Lewis is too small to play. When he realizes Lewis has disappeared, Clifford must find his friend, apologize and make amends. Tricky Business: While babysitting for Emily Elizabeth, Evan mistakenly believes he has made Clifford really disappear with his new magic trick kit. Instead of telling Emily Elizabeth about it right away, he tries to keep her distracted while he frantically tries to find the little pup.

8:00 AM THOMAS AND FRIENDS (308) *Navigation*

8:30 AM BOB THE BUILDER (408) *Water Stories*

Bob has designed a water recycling system to water the new orchard but it must be built carefully and in an ordered process. Spud can't wait for the apples to start growing and he rushes through the building process doing everything wrong. Will Farmer Pickles have any apples in his orchard this year or does Spud's haste mean no apples for Sunflower Valley? Bob is building a Seaweed Farm for Farmer Pickles' cousin, Annie. Scrambler is eager to help and volunteers to collect seaweed seedlings from the beach. He's so sure he'll collect what they need in record time that he challenges the machines who are building the farm to a race. He thinks he is winning until he returns to find all the seedlings he collected, are gone! Will Scrambler be able to find more seaweed or has he lost the race and more importantly, all the seeds to start Annie's farm?

9:00 AM FRANNY'S FEET (101) *Jingle Dress/A Home for Herman*

A) Franny attends a pow wow in North America, where she helps Lacey, a Native American girl, decorate a ceremonial "jingle" dress. Lacey then dances to traditional drums. In the Franny's Treasures segment, Franny, with the help of Bobby the butterfly, prompts the audience to compare the sounds of the Native American drum to those of an African djembe drum and bongos, played by a young Jamaican boy. B) Franny lands on a beautiful beach, where she helps a hermit crab find a new shell. In Franny's Treasures, Franny prompts the audience to match animals to their homes, including a beaver lodge, a bee hive, and a spider web.

9:30 AM POSTCARDS FOR BUSTER (128) *Homes Sweet Homes (Miami, Florida)*

Buster really misses his mom. But Bitzi is stuck in Elwood City trying to write a new food column for the newspaper. In Miami, Buster meets Athena who is half Cuban and half Greek. He helps Bitzi complete her assignment after he picks up great cooking tips from both of Athena's grandmothers.

10:00 AM ARTHUR (1005) *D.W. Aims High/Flaw and Order*

D.W. Aims High: D.W. wants to be the first person to set foot on Mars! But what if scary purple aliens eat her? With help from her dad, D.W. separates fact from fiction and discovers the excitement of space exploration. Flaw and Order: Who's responsible for cracking Dad's cake platter? DUN-DUN! All the evidence points to Arthur! DUN-DUN! Or does it? DUN-DUN! With Buster's help, Arthur sets out to clear his name - and figure out what keeps making that mysterious yet familiar "DUN-DUN!" sound.

10:30 AM MAYA AND MIGUEL (129) *The Slump*

When Miguel's baseball batting average drops off the charts, the bad vibes begin to extend into all areas of his life. In a desperate attempt to help Miguel regain his magic, Andy and Theo put Miguel through a series of slump-busting exercises... but nothing works, and Miguel quits the team. Meanwhile, Maya is on a mission to get the team new uniforms through sponsorship from neighbors. Friends are skeptical when she sets the extremely high goal of signing twenty-five sponsors, but she perseveres and succeeds. When Miguel sees the shiny new uniforms, he is inspired by his sister's determination. He returns to the team just in time to break out of his slump.

11:00 AM CYBERCHASE (120) *Trading Places*

(topic: Money) - While attempting to rescue Dr. Marbles, the kids and Digit crash land on cybersite Nowhere, along with Hacker, Buzz and Delete. As a result of the crash, Hacker is shrunk, and Buzz and Delete become smart. In a race to rebuild their cybercraft and save Marbles, Digit and the kids learn to trade and barter and eventually create a monetary system. But who will finish first?!! The Big Idea: Instead of trading what you have for what you want, you can make it easy to buy and sell by creating a system where you exchange goods for tokens of different fixed values - money!

MONDAY, OCTOBER 23

6:30 AM **BARNEY & FRIENDS (1002)** *Airplanes and Boats*

Airplanes: BJ brings his brand new toy plane to the park. Riff borrows the plane while BJ is off playing. Unfortunately, curiosity gets the best of Riff and he ends up taking the plane apart to see how it works. Luckily, BJ isn't mad when he finds out. Instead, he shows Riff how to put the plane back together again. **Boats:** Baby Bop is having a great time playing with her homemade boat. However, what she really wants is to ride in a big boat. Barney takes her to look at boats on the computer while BJ and Riff work on a big surprise for her. When Barney and Baby Bop return to the playground, they discover that BJ and Riff have built a sailing ship on the play set for Baby Bop!

7:00 AM **SESAME STREET (4117)**

Elmo is celebrating the letter of the day "J" by changing his name to Jelmo and jumping around. He jumps right over to the Fix-It Shop to see if Maria is fixing anything that begins with the letter "J". Just then someone comes in to get his juicer fixed because he has a Juice Lovers Club meeting in an hour. Unfortunately, his juicer will only play the Jitterbug instead of making juice. Not to worry, though, the Jitterbug is great to dance to. Jelmo jumps off again and meets Big Bird who is telling the nursery rhyme "Mary Had a Little Lamb." Jelmo explains that the letter of the day is "J" so with the help of Mary, a jar of jam, and the birdketeers they decide to change the nursery rhyme to "Jenny Had a Little Jam." Finally, Jelmo gets very tired from all of his jumping and decides to just rest. Sometimes the letter of the day can be exhausting.

8:00 AM **CYBERCHASE (404)** *Past Perfect Prediction*

Convinced that the last piece he needs to activate his powerful new machine is hidden in Slider's garage, Hacker threatens to evict the teen unless he pays up on an old debt. Enter the kids and Digit. As a way to raise the money, they convince Slider to open the garage for business - just like his dad did. They do, but quickly discover that there's more to it than meets the eye. Can they unlock the past to find the key to saving Slider's future?

8:30 AM **CURIOUS GEORGE (120)** *The Clean, Perfect Yellow Hat/Bee Is for Bear*

The Clean, Perfect Yellow Hat -The yellow hat comes back from the dry cleaners so beautiful and clean that George can't help wanting to show it off to Compass the pigeon. But a little wind and an errant branch create a hole that needs to be fixed before The Man with the Yellow Hat comes home and finds it. **Bee is for Bear** - While exploring the country, George meets up with a baby bear and a stinging bee. No one believes that George has seen a bear, but they do try to help George learn more about bees. It takes a helping hand from the baby bear to save the bunnies from the bees and to prove to everyone that George knows a bear when he sees one.

9:00 AM **CLIFFORD THE BIG RED DOG (224)** *Doghouse Rock/Guess Who's Coming to Birdwell Island*

DOGHOUSE ROCK: Mac wants to join the pop band T-Bone has put together, but has a hard time finding where his talents fit in. With the help of his good friends, Mac discovers he has a special talent for writing. **GUESS WHO'S COMING TO BIRDWELL ISLAND:** When a famous dog champion Oscar OwenBright Like The Sun comes to Birdwell, the dogs go out of their way to impress him. But they soon learn that the best way to impress someone is to just be yourself.

9:30 AM **DRAGON TALES (316)** *A Crown for Princess Kidoodle/Play It and Say It*

A Crown for Princess Kidoodle - It's coronation day in Dragon Land and the gang meticulously prepares for the parade following the crowning of their friend, Princess Kidoodle. It's unbelievably windy, however, and just as they start for the day's festivities, Sir Doodle blows helplessly past with the essential prop for the great event-the crown! No matter how hard he tries, he just can't fly in this blustery weather. He'll never make it in time! It's up to the gang to get the crown to the princess. Along the way, Zak, Wheezie, Ord and Cassie all face personal challenges that they must overcome in order to reach their goal. Zak & Wheezie compromise on an alternate route around the Purple Goo Bog, Ord successfully faces his fear of thunder, and Cassie speaks up-announcing to all how to get through the giant gates in order to join the coronation parade. The gang arrives with the crown just in time, much to the appreciation of Princess Kidoodle! **Play It and Say It** - Ord is having trouble learning numbers in Spanish. The gang decides to help him learn by making it fun! They're about to play a Spanish version of hopscotch called Rayuela, when Norm the Number Gnome steals the numbers right off the ground. They search for the numbers playing a game of "hot and cold," or "Caliente y Frio," as Enrique calls it in Spanish, following Norm's clues. Ord's friends share different tricks to remember the Spanish numbers such as rhyming, songs, imagining pictures, and repetition as they search for each number. In spite of himself, Ord starts to learn the numbers. Once they have retrieved all 8 missing numbers, Ord realizes that he can now count from uno to ocho all by himself! His dragon badge glows proudly as he plays a triumphant game of Rayuela.

10:00 AM **IT'S A BIG BIG WORLD (113)** *Windy Night/So Long Planty*

Windy Night: A storm is approaching the World Tree. Snook gathers the young frightened residents for a sleepover in Madge's root cellar home where the wise old turtle dispels some of their misconceptions and teaches them some facts about

storms.EDUCATIONAL OBJECTIVES: Weather -The weather impacts much of what we do. Animals are different so they need different strategies for dealing with the weather. Weather- The weather affects us all and different animals have different ways of dealing with it. We can't control the weather, but we can notice patterns in the weather that help us know what might happen next.

10:30 AM JAKERS! (118) *Milk Melodrama*

When Piggley overhears his dad worrying about the farm's poor milk sales, he launches a creative campaign to improve business. Dad is impressed and touched by Piggley's generosity of spirit.

11:00 AM CAILLOU (416) *Springtime!*

Caillou is excited that spring is coming, but is disappointed when he finds out there will be no more snow. Caillou and Sarah find a way to save a patch of snow they find under the porch, but soon learn they can't keep it forever. Mom and Dad are busy with spring-cleaning and Caillou wants to help. After a couple of ill-fated attempts, Mom and Dad give Caillou his very own chore to do. Then, Caillou's excited because it's raining and he's looking forward to puddle splashing when he goes out with his Mommy. It seems like forever before they can leave because there's always something else he has to do. By the time they're ready to go the rain has stopped, but there are still plenty of puddles for Caillou to jump in! Caillou is very excited about the neighborhood rummage sale until he's asked to figure out what he'd like to contribute. He's not so sure he wants to part with any of his toys. But in the end he's pretty happy with the new stuff he comes home with.

11:30 AM BOB THE BUILDER (301) *Speedy Surprises*

Wendy is going away for the day so she has arranged for Mrs Potts to look after the office. Bob and the Machines decide to do up Wendy's garden as a surprise. Unfortunately, Mrs Potts phones in sick so Bob has to divide his time between working on Wendy's garden and popping back to the office to check the answerphone for messages. As Wendy's garden starts to take shape things are livening up back at the office - much to the annoyance of Pilchard who is trying to sleep. Faxes pour out of the machine and pile up on the floor, the phone rings and lots of messages are left. By the end of the day the garden is finished and the office is a complete mess. But Wendy loves her big surprise and is happy to get the office sorted out now she has a lovely garden to relax in at the end of the day.

2:30 PM READING RAINBOW (1003) *Is This A House for Hermit Crab?*

In this episode, host LeVar Burton shows the kids how to build a bird house, he also introduces scientists who care for Falcons on the top of a building. The episode also includes the book *IS THIS A HOUSE FOR HERMIT CRAB?*, written by Megan McDonald and read by Eartha Kitt. Robin Leach narrates a short story about how different animals live in their habitat. Finally, the children review the books *URBAN ROOSTS*, *BUSY BUSY SQUIRRELS* and *SPIDER'S WEB*.

3:00 PM BETWEEN THE LIONS (210) *The Last Cliff Hanger*

Lionel is very unhappy because author Livingston Dangerously has written *The Last Cliff Hanger*. Featured text: pulp fiction, comics. Key word: last. Target vowel: short i.

3:30 PM CURIOUS GEORGE (119) *The Truth About George Burgers/Curious George In T*

The Truth About George Burgers - George accidentally loses a batch of Chef Pisghetti's newest creation: Giardino Burgers. And they need to be delivered to the Fireman's Picnic right away. Can George save the day by re-creating the Chef's recipe? *Curious George in the Dark* - Most of the time, George isn't afraid of the dark, but when he explores a mysterious cave, he decides that sometimes the dark can be a little scary. It doesn't get any better when a thunderstorm knocks the power out and the country house is in the dark. But with the help of his trusty flashlight, George conquers his fears and even shows Jumpy how to have some fun with shadows.

4:00 PM DRAGON TALES (315) *All That Glitters/Dragonberry Drought*

All That Glitters - Quetzal reads a story about "El Dorado," the city of gold, and shows the gang a shiny golden dragon scale that the city's Gilded Dragon gave him. Max asks Quetzal if they can bring the scale into the sunlight to see it really shine. He puts the scale in his pocket and promises that he will be careful with it. They decide to fly to the sunniest part of Dragon Land. When they arrive, Max discovers the scale is gone - and that his pocket has a huge hole in it! The group tries to find or replace it, but ultimately decides that Max needs to tell Quetzal the truth. Quetzal is understanding and shows the class back into the room where a surprise guest is waiting, the Gilded Dragon! After hearing their story, the Gilded Dragon generously gives Max a new scale which he hands carefully to Quetzal. *Dragonberry Drought* - The gang, especially Ord, is all ready for the best day of the year to pick dragonberries. Emmy has a basket, Max has a pail and the dragons have their pouches. nothing can stop them, except maybe the fact that all of the dragonberries are missing! The bushes have all been picked clean! They try to think of many different ways to find them, including following a flock of Do-re-mi Birds (notorious dragonberry eaters). Once they realize that dragonberry bushes are both round and red, their search eventually leads them to one fruitful bush, where they discover a trail of footprints.

They follow it and learn that Mungus the giant inadvertently picked all the berries to make his mother a very special treat-a dragonberry pie! He apologizes and promises them a slice when it is done baking-yummy! The slice turns out to be more than twice their size (even Ord) and twice as delicious as anything they've ever eaten in Dragon Land.

4:30 PM ARTHUR (1010) *What's Cooking?/Buster's Special Delivery*

What's Cooking?: Celebrity chef Ming Tsai is coming to judge Lakewood Elementary's first ever cooking contest! Arthur thinks he has a shot at winning - if only he can get his dad to stop telling him what to do. In the end, Arthur experiences the joy of cooking firsthand and he discovers that sometimes culinary mistakes create the best dishes. *Buster's Special Delivery*: Buster volunteers to deliver the school mail and finds out that his new job is actually hard work! When misplaced letters lead to canceled field trips and stewed prunes with lunch, Buster is left holding the bag. Will Buster be able to dig out of the pile of mail - and mess - he's created? Or will he crack under the pressure?

5:00 PM CYBERCHASE (405) *Measure for Measure*

Hacker's mysterious machine is finally revealed - "The Transformatron" can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider's long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?

TUESDAY, OCTOBER 24

6:30 AM **BARNEY & FRIENDS** (804) *Here Kitty, Kitty*

When Miss Jo loses her cat, Barney and the children spend the day helping her find it. Along the way, they learn all about cats.

7:00 AM **SESAME STREET** (4069) *Snuffy's Invisible - Part 1*

This is the first show in a two part series about Snuffy and Big Bird. In part one, Snuffy receives his magic ukulele in the mail and is very excited. However, the first time Snuffy plays his new instrument, Big Bird is shocked to find that Snuffy has disappeared! He is invisible. Big Bird can hear Snuffy but he can no longer see him! They both decide to try playing the ukulele again and when Snuffy plays again Big Bird can see him again. They go back and forth between Snuffy being visible and invisible until all of a sudden . . . Snuffy drops the ukulele and it breaks! Now Snuffy is stuck in his invisible state! Maria helps them call the Fixit Lady who asks them to mail the ukulele back to her to be fixed. While they are waiting, Snuffy and Big Bird try to play games like they always do but it's very, very hard.

8:00 AM **CYBERCHASE** (405) *Measure for Measure*

Hacker's mysterious machine is finally revealed - "The Transformatron" can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider's long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?

8:30 AM **CURIOUS GEORGE** (117) *George Makes A Stand/Curious George Sees The Light*

George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to explain to The Man with the Yellow Hat what happened to all his lemonade. *Curious George Sees the Light* - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George's fixes don't have the desired effect-traffic gets backed up and even Jumpy can't get across the street to find his nuts! George has to work with Officer Quint to fix the light and get a better understanding of just what those red, yellow and green lights mean.

9:00 AM **CLIFFORD THE BIG RED DOG** (218) *Fishing Lessons/No Baths for Cleo*

Fishing Lessons - Clifford's Big Idea: Be Respectful Charley promises to teach Emily Elizabeth how to fish, then keeps putting it off until "tomorrow." At first Emily Elizabeth is understanding and uses the extra time to visit the library and check out books on fishing, but after a while, she's hurt by Charley's continuous cancellations. Emily Elizabeth and Jetta help him to realize that once a promise is made, it should be honored and respected. *No Baths For Cleo* - Clifford's Big Idea: Be Respectful To avoid baths, Cleo runs away from home. With the help of her friends, she comes to understand and respect the fact that giving Cleo a bath is just one of the many ways Mrs. Diller shows her love.

9:30 AM **DRAGON TALES** (313) *Feliz Cumpleanos, Enrique/On Thin Ice*

Feliz Cumpleanos, Enrique - It's Enrique's birthday! Max, Emmy, and their dragon friends throw him a surprise party with streamers, Dragonblowers, and traditional American games. Enrique is thrilled that his new friends have planned such a special party for him, but he can't help but feel sad, missing his friends and the traditions that are part of birthday celebrations in Colombia. The gang tries to cheer him up, but his sadness keeps brimming to the surface. After a talk with Quetzal, Enrique learns that sometimes you need to have a good cry to let the sadness out. Enrique takes Quetzal's advice and then rejoins the party ready to celebrate. The friends march around in a Dragonland Conga as they play with their homemade maracas and chant "Feliz Cumpleanos!" *On Thin Ice* - It's Willie the Snow Seal's birthday, and there's going to be a big party with singing and a lot of yummy cake. It's a good thing that Emmy and Max brought their skates, because Willy lives in a huge icy cave next to a frozen pond. Zak and Wheezie are excited about the party, too, except for one thing-they don't know how to ice skate! Their friends are happy to help them learn. Although Wheezie is eager to get started, Zak isn't so sure. On their first attempt, they immediately fall on the ice. Emmy explains that they need to lace their skates tighter so their feet aren't so wobbly. Much better! But after a few steps, down they go! The gang advises them to hold onto the branches at first and then try holding their arms out to the side to help keep their balance. Emmy shows them the best way to fall - a very important safety tip. As they practice, they improve, and are finally confident enough (even Zak!) to skate into Willie's cave for the surprise celebration.

10:00 AM **IT'S A BIG BIG WORLD** (110) *Color My World/Smooch's Caterpillar*

Color My World: Burdette convinces Bob that the ants would like him better if he were more colorful, but Snook teaches Bob that animals are different colors for good reason, their protection! *Smooch's Caterpillar*: Smooch tries to introduce Winslow to her

new caterpillar Harry, but they find he's wrapped in its chrysalis. The monkeys are concerned about what's happening to their friend, until Madge gives them a lesson on metamorphosis, and Harry emerges a beautiful butterfly. EDUCATIONAL OBJECTIVES: Natural camouflage - Different animals are different colors for different reasons. Metamorphosis - Some animals go through a metamorphosis. Some metamorphoses cannot be reversed.

10:30 AM JAKERS! (119) *No Girls Allowed*

When Piggley and Ferny join a "boys only" storytelling club, they learn it's no fun when Dannan is excluded. EDUCATIONAL OBJECTIVE: Leaving someone out of your game just because of their gender is unfair.

11:00 AM CAILLOU (417) *All in a Day*

Caillou does a lot in a day, and today he wants to dress himself, only his Mommy is doing the laundry and he doesn't have any clean clothes, so Daddy and Caillou decide to play a dressing game with Daddy's old clothes. While preparing a picnic lunch with Mom, Caillou tests a bit too much of everything. He has no room left to eat the special sandwich Clementine made for him. His appetite comes back while watching squirrels storing food in their houses for the winter. Later that day, it's bath time, only Caillou doesn't like to take baths. Daddy turns bath time into playtime with a motorboat and a big bottle of bubble bath. And, when the car breaks down Caillou, Rosie and Dad have to pull over. Caillou comforts Rosie who becomes afraid when smoke comes out of the engine. Caillou is overjoyed when the tow truck arrives. Everyone rides to the garage and Caillou is in charge of holding Rosie's hand and explaining all the scary sounds.

11:30 AM BOB THE BUILDER (302) *The Crew in a Pickle*

Bob has two jobs to do: putting in concrete posts at Town Hall and digging holes for Mrs. Potts' garden statues. But it turns out the posts and statues look more alike than he thought! Bob arrives just as Dizzy cements the last post in place. Mrs. Potts comes home and Bob has some explaining to do. Can Bob and the team fix the mix-up and get themselves out of a post pickle? Bob and the can-do crew are repairing some pipe work in Farmer Pickles' field and head off to the job with Travis carrying the new pipes. Back at the yard, Wendy is looking for Pilchard everywhere, but the cat is nowhere to be found --- Pilchard was fast asleep in one of the pipes that Travis carried! Will the crew find Pilchard before she gets into a pickle herself?

2:30 PM MR ROGERS NEIGHBORHOOD (1467) *Mister Rogers Talks About Superheroes*

Mister Rogers shows a film of children talking about dinosaurs. In the Neighborhood of Make believe, Lady Elaine Fairchilde has dressed Purple Panda in a dinosaur costume. Ana Platypus tries to fly with her "superskirt" and learns it's important to do your pretending where it's safe.

3:00 PM BETWEEN THE LIONS (401) *Art Party*

Can Lionel and Leona make sense of a mysterious painting? Guest star: Kelly Ripa. Designated Reader: Mo Lewis. Key word: party. Target vowel: r- controlled a

3:30 PM CURIOUS GEORGE (120) *The Clean, Perfect Yellow Hat/Bee Is for Bear*

The Clean, Perfect Yellow Hat -The yellow hat comes back from the dry cleaners so beautiful and clean that George can't help wanting to show it off to Compass the pigeon. But a little wind and an errant branch create a hole that needs to be fixed before The Man with the Yellow Hat comes home and finds it. Bee is for Bear - While exploring the country, George meets up with a baby bear and a stinging bee. No one believes that George has seen a bear, but they do try to help George learn more about bees. It takes a helping hand from the baby bear to save the bunnies from the bees and to prove to everyone that George knows a bear when he sees one.

4:00 PM DRAGON TALES (316) *A Crown for Princess Kidoodle/Play It and Say It*

A Crown for Princess Kidoodle - It's coronation day in Dragon Land and the gang meticulously prepares for the parade following the crowning of their friend, Princess Kidoodle. It's unbelievably windy, however, and just as they start for the day's festivities, Sir Doodle blows helplessly past with the essential prop for the great event-the crown! No matter how hard he tries, he just can't fly in this blustery weather. He'll never make it in time! It's up to the gang to get the crown to the princess. Along the way, Zak, Wheezie, Ord and Cassie all face personal challenges that they must overcome in order to reach their goal. Zak & Wheezie compromise on an alternate route around the Purple Goo Bog, Ord successfully faces his fear of thunder, and Cassie speaks up-announcing to all how to get through the giant gates in order to join the coronation parade. The gang arrives with the crown just in time, much to the appreciation of Princess Kidoodle! Play It and Say It - Ord is having trouble learning numbers in Spanish. The gang decides to help him learn by making it fun! They're about to play a Spanish version of hopscotch called Rayuela, when Norm the Number Gnome steals the numbers right off the ground. They search for the numbers playing a game of "hot and cold," or "Caliente y Frio," as Enrique calls it in Spanish, following Norm's clues. Ord's friends share different tricks to remember the Spanish numbers such as rhyming, songs, imagining pictures, and repetition as they search for each number. In spite of himself,

Ord starts to learn the numbers. Once they have retrieved all 8 missing numbers, Ord realizes that he can now count from uno to ocho all by himself! His dragon badge glows proudly as he plays a triumphant game of Rayuela.

4:30 PM ARTHUR (1009) *Do You Speak George?/World Girls*

Do You Speak George?: Everyone at school is suddenly speaking their own made-up language. Whether it's the girls' secret code "Oola" or the boys' lingo "Arster-Buther," George can't make sense of what anyone is saying. Is creating his own language the answer? Or can he convince the kids to put their differences aside and start communicating again? *World Girls*: It's the grand opening of World Girl World, which sells dolls from every country; and every girl in Elwood City is thrilled! But the trip there is less than ideal - Francine doesn't want to buy anything, Muffy wants to buy everything, and Sue Ellen is crushed to learn that her favorite doll was discontinued. But maybe with some creativity, the friends can work together and find a fun solution to their respective dilemmas.

5:00 PM CYBERCHASE (205) *All The Right Angles*

Motherboard mistakenly sends a treasure map to Hacker. The treasure is the secret to the legendary cyber-pirate Ivanka the Invincible's invincibility. If Hacker finds it, cyberspace is doomed! To help Motherboard, the kids must find the secret treasure before Hacker does, and use their skill with angles to read the strange map that contains only riddles about twists and turns. The Big Idea: To turn something so it points in just the right direction, use an angle to measure the size of the turn. Math Topic: Angle Measurement.

WEDNESDAY, OCTOBER 25

6:30 AM **BARNEY & FRIENDS (805) *Once Upon A Fairy Tale***

Mario is trying to write his very own fairy tale. The children help by acting out some of their favorite fairy tales to give Mario some ideas.

7:00 AM **SESAME STREET (4070) *Snuffy's Invisible - Part 2***

Snuffy is still invisible at the start of this show. The magic ukulele has not been sent back to Sesame Street. Maria calls the repair shop only to find that the magic ukulele needs a new part and it might take a while to get it! While they are waiting, Snuffy, Big Bird, and Elmo sing the alphabet and try to stay busy until the fixed ukulele arrives. Then they learn that the fixit lady cannot fix the ukulele at all. Snuffy and Big Bird are very distressed. Will Snuffy ever be visible again? Big Bird figures out that even if Snuffy was invisible forever, he would still be his best friend. Finally fixit lady calls back to say she did find the missing piece and the problems are solved.

8:00 AM **CYBERCHASE (205) *All The Right Angles***

Motherboard mistakenly sends a treasure map to Hacker. The treasure is the secret to the legendary cyber-pirate Ivanka the Invincible's invincibility. If Hacker finds it, cyberspace is doomed! To help Motherboard, the kids must find the secret treasure before Hacker does, and use their skill with angles to read the strange map that contains only riddles about twists and turns. The Big Idea: To turn something so it points in just the right direction, use an angle to measure the size of the turn. Math Topic: Angle Measurement.

8:30 AM **CURIOUS GEORGE (118) *Candy Counter/Curious George, Rescue Monkey***

Candy Counter - Eating candy is easy, but counting and sorting it is much more difficult! George quickly learns this when he agrees to watch Cayley's candy counter for an afternoon. While trying to stack the chocolates into different shapes, they all fall over, and George can't remember which candy is what! With help from a few customers, and a little sampling, George discovers how to sort the candies by color and shape. Curious George, Rescue Monkey - George is inspired to become a volunteer with the fire department when they help him get his foot unstuck from a chair. He spends the day with Andie, Stig and Stew of Rescue Squad 86 and has fun trying out all the special fire fighting tools. But when Compass gets trapped at the museum, a little monkey ends up being the best tool for the job.

9:00 AM **CLIFFORD THE BIG RED DOG (222) *Food for Thought/Friends 4ever***

FOOD FOR THOUGHT: Clifford and his friends are influenced by advertisements for a new dog food. FRIENDS 4EVER: When T-Bone learns his old best buddy Burger is coming for a visit, he tells Clifford and Cleo about the time when he was a puppy, and thought he'd never be able to have another friend as good as Burger.

9:30 AM **DRAGON TALES (314) *Teasing Is Not Pleasing/Down The Drain***

Teasing is Not Pleasing - The big Dragonbasketball game is about to start, and Emmy is raring to go! The opposing team is from the School on the Lake, and Ord is worried because they're very good. Quetzal reminds the gang that the most important thing is to have fun. Go team, go! Buster and Mookie, players on the other team, pass the ball back and forth and score. Emmy takes a shot but misses and the ball bounces out of bounds. She's disappointed but still upbeat-until Buster and Mookie tease her about the miss. Although she tells them that what they said hurt her feelings, they continue to tease her throughout the entire game. With Quetzal's advice, Emmy decides to show those guys that their teasing doesn't bother her anymore. After all, she knows that what they say about her isn't true! Emmy scores the winning point, leaving the name-callers speechless - and wondering why she isn't teasing them now. Emmy leaves the game feeling fine. Down the Drain - Max, Emmy, and Enrique are excited to join their dragon friends and Captain Scalawag on a sky-sailing adventure. When Captain Scalawag pulls up the anchor, he also pulls up the plug that holds the water in Dragon Lagoon! As the water drains out, the little creatures who live there panic. With quick thinking, the captain unveils his onboard aquarium where the silliguanas and hissyfish can temporarily live as the gang thinks of ways to refill the lagoon. When their methods to transfer water from Rainbow River to the lagoon prove too slow, the friends seek the help of the master-diggers, the dragonbeavers. Once water is returned to the lagoon, everyone cheers as the silliguanas and hissyfish return safely home.

10:00 AM **IT'S A BIG BIG WORLD (111) *Mini Monkey/The Five Senses***

Mini Monkey: Winslow, discouraged that he's not growing as fast as his sister, tries all sorts of crazy strategies to grow faster. But when he has a dream that he's huge, he wakes relieved that he's not growing all that fast, after all. The Five Senses: Smooch and Winslow have just learned about the five senses from Snook when they run into Bob, who heard a scary noise the night before. Smooch uses all of her senses to help Bob discover the source of the noise, which turns out to be coming from a sleeping (and snoring!) Oko. EDUCATIONAL OBJECTIVES: Growth and Getting Bigger - Living things grow, some fast and some slow.

Senses - We have at least five senses: sight, hearing, touch, smell, and taste. Investigating by using different senses is a good way to gather information and for "finding out."

10:30 AM JAKERS! (120) *New Best Friends*

Piggley and his best friends Ferny and Dannan are challenged to open their minds and hearts to new friends when Mr. Hornsby requires them to do a team project with classmates they don't know very well.

11:00 AM CAILLOU (418) *Celebrations*

Today is full of celebrations! It's Caillou's birthday! He is having a party with all of his friends, and he gets a very special gift that he wanted. Caillou learns about the Chinese New Year. He even tries some Chinese delicacies, but most exciting of all, he gets to see the famous dragon dance! Also, Caillou and Grandma throw Grandpa a surprise belated birthday party! Grandpa is surprised, and very happy! After seeing Bravo the magician doing some tricks at Leo's birthday party; Caillou decides that he is Caillou the Great. With magic words, Caillou makes his magic penny and Gilbert, disappear and reappear.

11:30 AM MISTER ROGERS' NEIGHBORHOOD (303) *Rockin' and Rollin' Away*

Sleep. But the next morning, Roley - still fast asleep - begins to roll out of the yard! The team discovers that Roley is missing, and Bird arrives to warn them that he is "sleep-rolling" towards town. Will Bob, Wendy and the crew find him and guide him home before Roley flattens Bobsville? While Bob is fixing the roof he is left 'stranded' when a naughty Spud takes Bob's ladder to go look for apples. When Bob realizes the ladder has gone he tries to get the team's attention but as usual, everyone is busy. And just when Muck returns and it seems that Bob will be saved, the ladder breaks! Can the crew ever get Bob off the roof?

2:30 PM READING RAINBOW (808) *Sam The Sea Cow*

In this episode of Reading Rainbow, Levar Burton visits the Sea World when they rescue a wounded Manatee.

3:00 PM BETWEEN THE LIONS (225) *Stop That Chicken!*

It's poultry in motion when Chicken Jane flies out of her book into the library. Featured text: storybook. Key word: stop. Target vowel: short o.

3:30 PM CURIOUS GEORGE (117) *George Makes A Stand/Curious George Sees The Light*

George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to explain to The Man with the Yellow Hat what happened to all his lemonade. Curious George Sees the Light - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George's fixes don't have the desired effect-traffic gets backed up and even Jumpy can't get across the street to find his nuts! George has to work with Officer Quint to fix the light and get a better understanding of just what those red, yellow and green lights mean.

4:00 PM DRAGON TALES (313) *Feliz Cumpleanos, Enrique/On Thin Ice*

Feliz Cumpleanos, Enrique - It's Enrique's birthday! Max, Emmy, and their dragon friends throw him a surprise party with streamers, Dragonblowers, and traditional American games. Enrique is thrilled that his new friends have planned such a special party for him, but he can't help but feel sad, missing his friends and the traditions that are part of birthday celebrations in Colombia. The gang tries to cheer him up, but his sadness keeps brimming to the surface. After a talk with Quetzal, Enrique learns that sometimes you need to have a good cry to let the sadness out. Enrique takes Quetzal's advice and then rejoins the party ready to celebrate. The friends march around in a Dragonland Conga as they play with their homemade maracas and chant "Feliz Cumpleanos!" On Thin Ice - It's Willie the Snow Seal's birthday, and there's going to be a big party with singing and a lot of yummy cake. It's a good thing that Emmy and Max brought their skates, because Willy lives in a huge icy cave next to a frozen pond. Zak and Wheezie are excited about the party, too, except for one thing-they don't know how to ice skate! Their friends are happy to help them learn. Although Wheezie is eager to get started, Zak isn't so sure. On their first attempt, they immediately fall on the ice. Emmy explains that they need to lace their skates tighter so their feet aren't so wobbly. Much better! But after a few steps, down they go! The gang advises them to hold onto the branches at first and then try holding their arms out to the side to help keep their balance. Emmy shows them the best way to fall - a very important safety tip. As they practice, they improve, and are finally confident enough (even Zak!) to skate into Willie's cave for the surprise celebration.

4:30 PM ARTHUR (1008) *Binky Vs. Binky/Operation: DW!*

Binky Vs. Binky: Binky may be tough and strong, but when it comes to sports, he always seems to choke. With some inspiration from champion bike rider Vance Legstrong, Binky discovers that the only competitor he really needs to beat isà himself. Operation: DW!: D.W. is having trouble hearing and needs an ear operation. Is it okay to be just a little bit scared? With the

support of her parents, doctors and nurses - and yes, even Arthur! - D.W. learns to be brave, and also gets a first-hand view of how hospitals help kids get better.

5:00 PM CYBERCHASE (311) *Shari Spotter and the Cosmic Crumpets*

Digit and the kids must help Shari Spotter (of Frogsnorts School for Sorcerers) make the magical Cosmic Crumpets before Hacker crashes the Sorcerer's Ball and becomes the most powerful magician in Cyberspace!

THURSDAY, OCTOBER 26

6:30 AM **BARNEY & FRIENDS** (806) *It's Hot! It's Cold!*

Throughout the day, Barney and the children learn about "hot" and "cold," but the fun really begins when Barney turns the playground into a winter/ summer wonderland!

7:00 AM **SESAME STREET** (4107) *Adventures of Little Big Bird, Part 1*

Part 1 of a 2 part story (For Part 2, see 4101): Mumford is doing his new big/little trick for everyone. While he meant to turn a big letter "M" into a little letter "m," he accidentally turns Big Bird into little Big Bird! Big Bird realizes that he is in a brand new world being little. Everything is so big and he meets small creatures he never would have been able to before. All of a sudden, he hears Snuffy calling him for their playdate. Big Bird tries to call back, but Snuffy can't hear him because he is too small. This becomes very frustrating and Big Bird wants to be big again. He figures out a plan and embarks on his trip to Alan and Gordon, who can help him find Mumford.

8:00 AM **CYBERCHASE** (311) *Shari Spotter and the Cosmic Crumpets*

Digit and the kids must help Shari Spotter (of Frogsnorts School for Sorcerers) make the magical Cosmic Crumpets before Hacker crashes the Sorcerer's Ball and becomes the most powerful magician in Cyberspace!

8:30 AM **CURIOUS GEORGE** (119) *The Truth About George Burgers/Curious George In T*

The Truth About George Burgers - George accidentally loses a batch of Chef Pisghetti's newest creation: Giardino Burgers. And they need to be delivered to the Fireman's Picnic right away. Can George save the day by re-creating the Chef's recipe? Curious George in the Dark - Most of the time, George isn't afraid of the dark, but when he explores a mysterious cave, he decides that sometimes the dark can be a little scary. It doesn't get any better when a thunderstorm knocks the power out and the country house is in the dark. But with the help of his trusty flashlight, George conquers his fears and even shows Jumpy how to have some fun with shadows.

9:00 AM **CLIFFORD THE BIG RED DOG** (223) *Tie-Dye Clifford/Stage Struck*

TIE-DYE CLIFFORD: When Clifford accidentally gives himself a bath with tie-dye dyes, he ends up looking like a T-shirt from the '60's! Not wanting to upset Emily, he tries to hide the fact. But soon learns that he can tell the truth to Emily because Emily understands that everyone makes mistakes. STAGE STRUCK: Mary has always been afraid to perform in front of an audience. But with the help and support of her friend Emily, Mary is able to overcome her stage fright.

9:30 AM **DRAGON TALES** (315) *All That Glitters/Dragonberry Drought*

All That Glitters - Quetzal reads a story about "El Dorado," the city of gold, and shows the gang a shiny golden dragon scale that the city's Gilded Dragon gave him. Max asks Quetzal if they can bring the scale into the sunlight to see it really shine. He puts the scale in his pocket and promises that he will be careful with it. They decide to fly to the sunniest part of Dragon Land. When they arrive, Max discovers the scale is gone - and that his pocket has a huge hole in it! The group tries to find or replace it, but ultimately decides that Max needs to tell Quetzal the truth. Quetzal is understanding and shows the class back into the room where a surprise guest is waiting, the Gilded Dragon! After hearing their story, the Gilded Dragon generously gives Max a new scale which he hands carefully to Quetzal. Dragonberry Drought - The gang, especially Ord, is all ready for the best day of the year to pick dragonberries. Emmy has a basket, Max has a pail and the dragons have their pouches. Nothing can stop them, except maybe the fact that all of the dragonberries are missing! The bushes have all been picked clean! They try to think of many different ways to find them, including following a flock of Do-re-mi Birds (notorious dragonberry eaters). Once they realize that dragonberry bushes are both round and red, their search eventually leads them to one fruitful bush, where they discover a trail of footprints. They follow it and learn that Mungus the giant inadvertently picked all the berries to make his mother a very special treat - a dragonberry pie! He apologizes and promises them a slice when it is done baking - yummy! The slice turns out to be more than twice their size (even Ord) and twice as delicious as anything they've ever eaten in Dragon Land.

10:00 AM **IT'S A BIG BIG WORLD** (112) *Wartz's Workout/Hot Enough for You?*

Wartz's Workout: Wartz decides to quit hopping, but soon he isn't feeling very well. When Snook explains to him that exercise helps you feel good, the two visit their friends to see how each animal likes to exercise, and Wartz realizes how much he loves his old familiar hopping after all. Hot Enough for You?: During a heat wave Winslow is convinced that someone has stolen the breeze from the World Tree, but, after a fruitless investigation to find the thief, Snook helps him discover there's a natural explanation, after all. EDUCATIONAL OBJECTIVES: Exercise - We need both activity and rest to be healthy. Sometimes we get energy from being active. Healthy Eating - Eating foods that are right for us and in the right amounts and patterns are what help us have energy and feel healthy.

10:30 AM **JAKERS!** (121) *Treasure Hunt*

Mr. Winks plants a treasure map for Piggley and his friends, but this is a map with a difference! The trio set about the tasks on the treasure trail and are having so much fun they don't realize they're doing their chores at the same time. But the real "treasure" is learning that when work is done with the right attitude, it can even be fun! Lesson: When work is approached with the right attitude, it can be fun!

11:00 AM CAILLOU (419) *Games to Play*

Finding fun ways to play is the theme today. Caillou, Clementine, and Leo are disappointed because they can't go to the zoo. They cheer up after Caillou's Mommy and Daddy help them pretend to be animals themselves. Also today, Caillou, Rosie, and Julie (their babysitter) go on a scavenger hunt and decide to make a surprise craft for Mommy and Daddy with the cool stuff they found. Caillou's big friend Andre has come to visit. Andre is a soccer player and Caillou wants to play too... Only Caillou isn't very good at kicking the ball. He wants to give up, but Andre and Dad encourage him and eventually he makes the biggest kick of the day. Then, when Caillou's kite-flying plans are defeated by rain, he creates a pirate ship in his living room.

11:30 AM BOB THE BUILDER (304) *Storms, Soccer and Surprises*

Bob has entered a competition to see who has the best looking building yard and must get everything in order before the judges arrive. Meanwhile, Wendy is transforming an overgrown field into a soccer field! The team can't wait to play soccer, but will a few bad kicks ruin the soccer field? Will Bob's Building Yard win first prize in the contest? A heavy storm causes a lot of damage, bringing down trees, telephone poles and fences. Bob's in great demand but he can't be in two places at once. There are roads to clear, building to be done and animals to rescue, so Bob calls in his number one digger, Scoop. Will Scoop be able to get Bobsville up and running after the storm?

2:30 PM MR. ROGERS NEIGHBORHOOD (1469) *Mister Rogers Talks About Superheroes*

Mister Rogers visits "The Incredible Hulk" set again to see Lou Ferrigno ("The Hulk") put on his costume and make-up. In the Neighborhood of Make Believe, the Neighbors decide on a plan to catch the "dinosaur."

3:00 PM BETWEEN THE LIONS (304) *Too Cool*

Lionel thinks the new kid at school, Derek Cheetah, is too cool to be on his baseball team. But what does Derek think? Guest Stars: Mo Lewis of the New York Jets. Designated Readers: Jon Stewart, Mo Rocca, and Steve Carell. Key word: cool. Target vowel: double o - oo

3:30 PM CURIOUS GEORGE (118) *Candy Counter/Curious George, Rescue Monkey*

Candy Counter - Eating candy is easy, but counting and sorting it is much more difficult! George quickly learns this when he agrees to watch Cayley's candy counter for an afternoon. While trying to stack the chocolates into different shapes, they all fall over, and George can't remember which candy is what! With help from a few customers, and a little sampling, George discovers how to sort the candies by color and shape. Curious George, Rescue Monkey - George is inspired to become a volunteer with the fire department when they help him get his foot unstuck from a chair. He spends the day with Andie, Stig and Stew of Rescue Squad 86 and has fun trying out all the special fire fighting tools. But when Compass gets trapped at the museum, a little monkey ends up being the best tool for the job.

4:00 PM DRAGON TALES (314) *Teasing Is Not Pleasing/Down The Drain*

Teasing Is Not Pleasing - The big Dragonbasketball game is about to start, and Emmy is raring to go! The opposing team is from the School on the Lake, and Ord is worried because they're very good. Quetzal reminds the gang that the most important thing is to have fun. Go team, go! Buster and Mookie, players on the other team, pass the ball back and forth and score. Emmy takes a shot but misses and the ball bounces out of bounds. She's disappointed but still upbeat-until Buster and Mookie tease her about the miss. Although she tells them that what they said hurt her feelings, they continue to tease her throughout the entire game. With Quetzal's advice, Emmy decides to show those guys that their teasing doesn't bother her anymore. After all, she knows that what they say about her isn't true! Emmy scores the winning point, leaving the name-callers speechless - and wondering why she isn't teasing them now. Emmy leaves the game feeling fine. Down the Drain - Max, Emmy, and Enrique are excited to join their dragon friends and Captain Scalawag on a sky-sailing adventure. When Captain Scalawag pulls up the anchor, he also pulls up the plug that holds the water in Dragoon Lagoon! As the water drains out, the little creatures who live there panic. With quick thinking, the captain unveils his onboard aquarium where the silligaunas and hissyfish can temporarily live as the gang thinks of ways to refill the lagoon. When their methods to transfer water from Rainbow River to the lagoon prove too slow, the friends seek the help of the master-diggers, the dragonbeavers. Once water is returned to the lagoon, everyone cheers as the silliguanas and hissyfish return safely home.

4:30 PM ARTHUR (1007) *Unfinished/D.W., Bossy Boots*

Unfinished: Arthur is completely riveted by a book and can't wait to see how it ends. But... oh no! The last few pages are missing! Now what? Will Arthur ever find out what happens to Dr. Gustavius Boles and Caleb Trimmingham on their round-the-world

balloon adventure? Or will Arthur have to make up his own ending? D.W., Bossy Boots: For D.W., there's nothing better than getting her own way - that is, until all her friends stop playing with her. Will D.W. be forever shunned at the playground - or will she figure out how to be a little nicer to her friends?

5:00 PM CYBERCHASE (208) *A Whale of a Tale*

With special guest star Al Roker. A trip to R-Fair City nearly turns into a monster mash when Hacker abducts Glowla, a beautiful cyberlady who generates pure energy. Hacker is able to snatch Glowla by reprogramming her trick whale, Snout. As a result, Snout goes on a rampage. Digit and the kids must find Glowla and stop Snout before he totally destroys R-Fair City. The Big Idea: To be confident about your solution to a problem, make sure the answer is reasonable - that it is "in the ballpark". Math Topic: Ballpark Estimation; NCTM Links: Number and Operations Science Connection: Real-world checking of conclusions.

FRIDAY, OCTOBER 27

6:30 AM **BARNEY & FRIENDS** (1003) *Butterflies and Bugs*

Butterflies: Baby Bop is sad because she lost her pet caterpillar, Monty. Barney and the others try to help her find it. Baby Bop is surprised to discover Monty inside a chrysalis. Everyone is excited to find Monty - now a beautiful butterfly! **Bugs:** Barney and Baby Bop are thrilled when BJ sets up a bug zoo in the caboose but Riff isn't so sure he wants to be around bugs. When the park is magically transformed into an amphitheatre with insects performing, Riff discovers that bugs don't bug him after all.

7:00 AM **SESAME STREET** (4108) *Adventures of Little Big Bird, Part 2*

Part 2 of a 2 part story (For Part 1, see 4105): Previously, Big Bird was accidentally changed into little Big Bird when Mumford tried to do a magic trick. While it was fun being little, little Big Bird now wants to be big again so that he can play with his friend Snuffy. He decides that he has to make his way to Alan and Gordon who are playing chess so that they can help find Mumford to change him back. On his very long and slow trip, a ladybug named Mike crash lands right into him. He teaches little Big Bird that he has to keep trying no matter what obstacles he faces and what size he is. Little Big Bird remembers to believe in himself and with a little persistence, he finally makes it! Once he is finally noticed, Mumford is able to turn little Big Bird back into big Big Bird. In true Mumford fashion, Mike the ladybug is turned big as well and wants to join Alan and Gordon in a game of chess.

8:00 AM **CYBERCHASE** (208) *A Whale of a Tale*

With special guest star Al Roker. A trip to R-Fair City nearly turns into a monster mash when Hacker abducts Glowla, a beautiful cyberlady who generates pure energy. Hacker is able to snatch Glowla by reprogramming her trick whale, Snout. As a result, Snout goes on a rampage. Digit and the kids must find Glowla and stop Snout before he totally destroys R-Fair City. **The Big Idea:** To be confident about your solution to a problem, make sure the answer is reasonable - that it is "in the ballpark". **Math Topic:** Ballpark Estimation; **NCTM Links:** Number and Operations Science Connection: Real-world checking of conclusions.

8:30 AM **CURIOUS GEORGE** (120) *The Clean, Perfect Yellow Hat/Bee Is for Bear*

The Clean, Perfect Yellow Hat -The yellow hat comes back from the dry cleaners so beautiful and clean that George can't help wanting to show it off to Compass the pigeon. But a little wind and an errant branch create a hole that needs to be fixed before The Man with the Yellow Hat comes home and finds it. **Bee is for Bear** - While exploring the country, George meets up with a baby bear and a stinging bee. No one believes that George has seen a bear, but they do try to help George learn more about bees. It takes a helping hand from the baby bear to save the bunnies from the bees and to prove to everyone that George knows a bear when he sees one.

9:00 AM **CLIFFORD THE BIG RED DOG** (224) *Doghouse Rock/Guess Who's Coming to Birdwell Island*

DOGHOUSE ROCK: Mac wants to join the pop band T-Bone has put together, but has a hard time finding where his talents fit in. With the help of his good friends, Mac discovers he has a special talent for writing. **GUESS WHO'S COMING TO BIRDWELL ISLAND:** When a famous dog champion Oscar Owen Bright Like The Sun comes to Birdwell, the dogs go out of their way to impress him. But they soon learn that the best way to impress someone is to just be yourself.

9:30 AM **DRAGON TALES** (316) *A Crown for Princess Kidoodle/Play It and Say It*

A Crown for Princess Kidoodle - It's coronation day in Dragon Land and the gang meticulously prepares for the parade following the crowning of their friend, Princess Kidoodle. It's unbelievably windy, however, and just as they start for the day's festivities, Sir Doodle blows helplessly past with the essential prop for the great event-the crown! No matter how hard he tries, he just can't fly in this blustery weather. He'll never make it in time! It's up to the gang to get the crown to the princess. Along the way, Zak, Wheezie, Ord and Cassie all face personal challenges that they must overcome in order to reach their goal. Zak & Wheezie compromise on an alternate route around the Purple Goo Bog, Ord successfully faces his fear of thunder, and Cassie speaks up-announcing to all how to get through the giant gates in order to join the coronation parade. The gang arrives with the crown just in time, much to the appreciation of Princess Kidoodle! **Play It and Say It** - Ord is having trouble learning numbers in Spanish. The gang decides to help him learn by making it fun! They're about to play a Spanish version of hopscotch called Rayuela, when Norm the Number Gnome steals the numbers right off the ground. They search for the numbers playing a game of "hot and cold," or "Caliente y Frio," as Enrique calls it in Spanish, following Norm's clues. Ord's friends share different tricks to remember the Spanish numbers such as rhyming, songs, imagining pictures, and repetition as they search for each number. In spite of himself, Ord starts to learn the numbers. Once they have retrieved all 8 missing numbers, Ord realizes that he can now count from uno to ocho all by himself! His dragon badge glows proudly as he plays a triumphant game of Rayuela.

10:00 AM **IT'S A BIG BIG WORLD** (113) *Windy Night/So Long Planty*

Windy Night: A storm is approaching the World Tree. Snook gathers the young frightened residents for a sleepover in Madge's root cellar home where the wise old turtle dispels some of their misconceptions and teaches them some facts about storms. **EDUCATIONAL OBJECTIVES:** Weather -The weather impacts much of what we do. Animals are different so they need

different strategies for dealing with the weather. Weather- The weather affects us all and different animals have different ways of dealing with it. We can't control the weather, but we can notice patterns in the weather that help us know what might happen next.

10:30 AM JAKERS! (122) *For Whom The Bell Tolls*

Hector plays a joke on Piggley and friends and they don't think it's so funny. They use their ingenuity to show Hector that "jokes" aren't so much fun when the joke is on you!

11:00 AM CAILLOU (420) *Grown-Ups and Me*

Caillou meets a lot of new people today. He's invited to spend the day with Clementine's family and is nervous until he discovers her family is a lot like his. Caillou's first day at day care is scary until he meets his teacher Miss Martin, and makes two new friends, Leo and Clementine. He has so much fun that when his Mommy comes to pick him up, Caillou doesn't want to go home! On another day, Grandma and Caillou visit her friends in the Seniors' Home and Rover goes with them. Caillou meets a lot of Grandma's friends and tries to keep Rover out of trouble.

11:30 AM MISTER ROGERS' NEIGHBORHOOD (305) *Buildings and Birthdays*

It's Bob's birthday and Wendy has an idea: the can-do crew will pretend that they've forgotten Bob's birthday but then surprise him later with a big party. Bob is very disappointed when he thinks no one has remembered and goes off to repair Farmer Pickles' stable wall. Meanwhile, the team decorates the yard and fills it with presents. Will Bob make it back to the yard for his birthday surprise? Bob and the crew are collecting the town's junk for recycling. But in a mix-up, Bob and team arrive to collect the junk, scooping up everything, including Farmer Pickles' special tea set. The team races to stop Bob from recycling it! Can they get to Bob in time, or will Farmer Pickles' family treasure be gone by the time they arrive?

3:00 PM BETWEEN THE LIONS (309) *Two Coats, One Goat, and One Boat*

Lionel's copy of a very rare Cliff Hanger book is missing! Did some bunny take it? Guest Stars: Dan Elias, Melissa Etheridge, and Kelly Ripa. Designated Reader: Sigourney Weaver. Key word: coat. Target vowel: oa

3:30 PM DRAGON TALES (119) *The Truth About George Burgers/Curious George In T*

The Truth About George Burgers - George accidentally loses a batch of Chef Pisghetti's newest creation: Giardino Burgers. And they need to be delivered to the Fireman's Picnic right away. Can George save the day by re-creating the Chef's recipe? Curious George in the Dark - Most of the time, George isn't afraid of the dark, but when he explores a mysterious cave, he decides that sometimes the dark can be a little scary. It doesn't get any better when a thunderstorm knocks the power out and the country house is in the dark. But with the help of his trusty flashlight, George conquers his fears and even shows Jumpy how to have some fun with shadows.

4:00 PM KIDS' PICKS (Kids Picks)

4:30 PM KIDS' PICKS (Kids Picks)

5:00 PM CYBERCHASE (214) *Trick Or Treat*

Hacker shows up at Motherboard Control Central. He pleads guilty to being the King of Chaos, but says he's sorry. He doesn't want to be a bad guy anymore. But when nobody's looking, he slips a strange frog into the air duct. What happens when this frog grows into a grotesque, alien creature that threatens to destroy Motherboard? And what will happen to the kids when they go inside Motherboard to track it down?

SUNDAY, OCTOBER 29

6:30 AM MAKE WAY FOR NODDY (308) *Noddy on the Move/Driving Miss Pink Cat*

Noddy on the Move - When Master Tubby Bear suggests that Noddy move his house to a more exciting place, Noddy hooks a tow-rope to his house and pulls it through Toy Town. After parking it in various spots Noddy soon realizes that his house is best right where it's always been. Driving Miss Pink Cat - Miss Pink Cat offers Noddy all the ice-cream he can eat, if he will be her exclusive chauffeur. Noddy can't refuse but is soon sorry as his new employer is very demanding and critical.

7:00 AM BIG COMFY COUCH (704) *Slow Down Clown*

Loonette learns to slow down and how to do Slow Scarf Juggling at the Clown Chi Dojo and Dancing School.

7:30 AM CLIFFORD'S PUPPY DAYS (103) *Jorge and the Dog Run/Clifford's Club House*

Jorge and the Dog Run - Clifford and Jorge reminisce about the day they met, a day that ended in a big surprise. Clifford's Clubhouse - When Clifford realizes how much fun Emily Elizabeth is having in her new club, he and the other animals decide to start one of their own, but where will they have their meetings?

8:00 AM THOMAS AND FRIENDS (309) *Imagination*

8:30 AM BOB THE BUILDER (409) *New Job for Roley*

The crew is busy building Annie's house on the beach when Muck challenges Scoop to a sandcastle building contest. Scoop loves to build and excitedly creates an elaborate sand sculpture of himself, while Muck, only manages to dig a big hole. Spud, always ready to help; a friend, convinces Muck to build something better out of drift wood and Muck loses track of time, forgetting about her responsibilities to collect tile for Annie's house. Will Annie be able to have her house completed or has Muck's pride gone too far this time? It's apple harvesting time on Farmer Pickles' orchard and everyone has a job - everyone that is, except Roley who is eager to help in any way he can. He has an idea to pick apples quickly by shaking the apples from the trees but accidentally flattens the stone wall instead. Is there something that Roley can do to show how sorry he is or is this one job where Roley is more trouble than help?

9:00 AM FRANNY'S FEET (102) *The Colossal Fossil/Lighthouse Lily*

A) Franny lands right in the middle of a fossil dig in Canada, where she helps Joey and his mother dig for dinosaur fossils. In Franny's Treasures, Franny guides the audience in matching individual fossils to a Tyrannosaurus rex, Triceratops, and Ichthyosaurus. Along the way, they learn the characteristics of these creatures that lived long ago. B) Franny travels to the coastline, where she meets Lily, who lives with her family in the lighthouse. Lily shows Franny all the things she does by herself, like flying a kite, learning about flowers, and picking blueberries. Franny discovers that she, too, can have lots of fun on her own. In Franny Treasures, Franny and Bobby ask the viewers to help them make a kite like Lily's. In doing so, they learn about geometric shapes, such as triangles, squares, and octagons and why a kite needs a tail to fly.

9:30 AM POSTCARDS FOR BUSTER (135) *Family Reunion (Nashville, Tennessee)*

The Read family reunion is in Nashville, and Buster joins them as the official cameraman. But when D.W. meets Barin, a 9 year-old girl from Nashville's growing Kurdish community, she decides it's much more important to help Barin make her own video postcard for her dad who works in Iraq as a translator.

10:00 AM ARTHUR (1010) *What's Cooking?/Buster's Special Delivery*

What's Cooking?: Celebrity chef Ming Tsai is coming to judge Lakewood Elementary's first ever cooking contest! Arthur thinks he has a shot at winning - if only he can get his dad to stop telling him what to do. In the end, Arthur experiences the joy of cooking firsthand; and he discovers that sometimes culinary mistakes create the best dishes. Buster's Special Delivery: Buster volunteers to deliver the school mail and finds out that his new job is actually hard work! When misplaced letters lead to canceled field trips and stewed prunes with lunch, Buster is left holding the bag. Will Buster be able to dig out of the pile of mail - and mess - he's created? Or will he crack under the pressure?

10:30 AM MAYA AND MIGUEL (133) *Abuela Upmanship*

Maya is sick about hearing how wonderful Lola's grandmother is - she seems to do everything just perfectly. Maya feels her own Abuela is pretty great and wants her to be recognized too. So she happens to mention that Abuela used to be a movie star! Now Maya has to prevent her friends and neighbors from discovering that Abuela's acting career was limited to a supporting role in a high school play.

11:00 AM CYBERCHASE (405) *Measure for Measure*

Hacker's mysterious machine is finally revealed - "The Transformatron" can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider's long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?

MONDAY, OCTOBER 30

6:30 AM **BARNEY & FRIENDS (1004) *Shapes and Colors***

Shapes: Baby Bop, BJ and the children prepare for the Shapes Carnival in the park. Riff knows he will do well at the carnival because he is wearing his lucky medal. But when he loses the medal, Riff is afraid he won't be able to play the games. It turns out that Riff has fun playing the games and he realizes he didn't need his lucky medal after all!
Colors: When it starts to rain at the park, Baby Bop joins Barney and BJ inside the caboose. Baby Bop pokes her head out to see if the rain has stopped and spies a beautiful rainbow in the sky! But when the others come to see it...it's gone. Baby Bop is very disappointed because she liked all the pretty colors, so Barney and the others paint their own "life-sized" rainbow. When it starts to rain again, the homemade rainbow falls down and gets all wet. Luckily, a real rainbow takes its place!

7:00 AM **SESAME STREET (4118)**

It's time once again for "Ask Oscar!" Telly is the host of this show and he reads a letter from a boy who can't remember what the little round things are called that hold his jacket together. Telly is ready to get the answer from Oscar, but Oscar isn't going to tell. Telly is determined to get that answer, so he enlists the help of his friends on Sesame Street. Maria tries to get Oscar to name words that start with the letter "B", Alan has Oscar play "One of These Things is Not Like the Other", and Baby Bear pretends that Telly, who is dressed up like a button, can't remember who he is. Oscar thinks he can't be fooled, but he does finally whisper the answer. To Oscar's dismay, Telly hears him. Telly couldn't be happier that someone asked and Oscar finally answered!

8:00 AM **CYBERCHASE (214) *Trick Or Treat***

Hacker shows up at Motherboard Control Central. He pleads guilty to being the King of Chaos, but says he's sorry. He doesn't want to be a bad guy anymore. But when nobody's looking, he slips a strange frog into the air duct. What happens when this frog grows into a grotesque, alien creature that threatens to destroy Motherboard? And what will happen to the kids when they go inside Motherboard to track it down?

8:30 AM **CURIOUS GEORGE (101) *Curious George Flies A Kite/from Scratch***

Curious George Flies a Kite - A gusty morning at the country house leads George to experiment with aerodynamics. In the wind, birds soar, ping-pong balls roll, and bricks don't move at all. But the best thing of all for a windy day is a kite. George, with the not-so-willing assistance of Jumpy Squirrel, discovers the wonders and the perils of kite flying.
From Scratch - Gnocchi, the cat, is accused of scratching the booths in Chef Pisghetti's restaurant. To prove Gnocchi's innocence (and eat cannoli), George decides to mount an investigation. Using his scientific inquiry skills, he observes the differences between the scratches Gnocchi makes with her claws and the scratches left on the booth and shows that his friend was wrongfully accused.

9:00 AM **CLIFFORD THE BIG RED DOG (225) *Little Big Pup/Getting to Know You***

LITTLE BIG PUP: A very small new dog named Frankie moves to Birdwell Island and is envious of Clifford's size until he realizes that sometimes being small can be just right. **GETTING TO KNOW YOU:** When Clifford moves to the Island he makes friends with T-Bone, but the two dogs soon learn that some adjustments must be made to accommodate their size difference.

9:30 AM **DRAGON TALES (317) *Moving On/Head Over Heels***

Moving On - Cassie's favorite big sister, Sophie, is going away to cooking school and Cassie is devastated to see her go. Enrique sings a Spanish farewell song as the sisters embrace. The gang tries to cheer her up about missing Sophie. They take her to their favorite spots in Dragon Land to have fun, but everywhere they go, Cassie is reminded of Sophie and is sad all over again. Enrique suggests that instead of trying to forget Sophie, Cassie do something that reminds her of Sophie. Cassie decides to make Goo-Berry Pudding, one of their favorite recipes, but finds she is sad making it without Sophie. When Cassie's little sister comes wanting to help, Cassie decides to teach her little sister to cook, just like Sophie taught her - and feels much better!
Head Over Heels - Quetzal's brother Fernando is sick. When Quetzal asks the gang to bring him a delicious bowl of gazpacho, they are eager to help. To get there, however, they must pass by Trumpy the trollbooth troll. The toll? One cartwheel each. This worries Emmy, who's embarrassed to admit that she doesn't know how to cartwheel. Her friends help: Ord shows her how to balance; Cassie explains the "ready, hand-hand, foot-foot" method; and Zak and Wheezie coach her in keeping her arms straight. Emmy keeps on trying, and even though she's frustrated, she gradually improves. When they reach the bridge, the gang encourages a nervous Emmy to do her best, and everyone cartwheels successfully enough to cross the bridge and deliver the soup to a grateful Fernando. On the way back, everyone is surprised to learn that Trumpy is sad because he can't do a cartwheel himself and hoped to learn by watching everybody else pay the "toll." The gang, including Emmy, is happy to help him learn.

10:00 AM **IT'S A BIG BIG WORLD (114) *Hold On Rainbow/Where Have All The Berries Gone?***

Hold On Rainbow: Wartz sees a rainbow and, over Snook's objections, embarks on a quest to catch it. Finally, he encounters Oko, who is painting the rainbow and helps Wartz finally understand the fruitlessness of his search, but Wartz goes home with a rainbow after all when Oko gives him his painting. **Where Have All the Berries Gone?:** Winslow is in search of his favorite kind of

berries, but when he arrives at the bush where he expects to find them, they are all gone. He suspects that someone has taken them, but eventually he learns from Madge that the berries in question are out of season. Luckily, Madge has made some preserves out of the berries for everyone to enjoy all year round! EDUCATIONAL OBJECTIVES: Rainbows - Rainbows always have the same pattern of colors. Rainbows always occur under certain weather conditions. Plants and Seasons - Some plants produce fruit and sometimes this fruit only appears at certain times of year.

10:30 AM JAKERS! (123) *A Little Bit of Something Extra! Extra!*

The kids set out to write newspaper stories and Piggley and Ferny end up making up exciting adventure stories instead. But Dannan knows that news stories are about the truth and that the truth can be powerful - it can actually change the way you think about something or someone. Lesson: Dig a little deeper to find out all you can about someone before you judge them.

11:00 AM CAILLOU (311) *Caillou The Bookworm*

Caillou the Librarian - Caillou is excited about showing Rosie the ropes when they visit the library. During storytime Caillou imagines he's in the story, riding on a dolphin. Later he and Rosie argue over a book and accidentally tear it. He doesn't want to tell the librarian, but finally musters up the courage to do so. The librarian turns out to be very nice and he helps her fix the book. And Rosie gets her very own library card! Caillou the Bookworm - Returning home from the library Caillou is very eager to sit down and enjoy his pirate book. Unfortunately it's a very busy day and he's having trouble finding a quiet place to look at his book. Caillou finally finds the perfect place - in his closet! By the light of his flashlight he finally gets to enjoy his book and pretends he's the pirate in the story digging up a buried treasure. Caillou the Storyteller - It's a rainy day at playschool and the children can't go outside. Caillou makes up a funny story about a superhero who makes the rain stop - it's Super Caillou! He tells the story to Jeffrey and Jason, and Miss Martin suggests he make his own storybook. She writes the story down and Caillou draws the pictures. By the time Mommy comes to pick him up, Caillou has his very own book to show her!

11:30 AM BOB THE BUILDER (306) *Hedgehogs and Highjinks*

Spud decides being a scarecrow is too much hard work - he wants a different job. Finding Bob's toolbox lying in the road, he is inspired to become a builder. He persuades Lofty to be his assistant and they head off to fix the barn roof. Will a gust of wind knock some sense into Spud and convince him that he's much better off being a scarecrow than a builder? Bob and crew are working on the road near Farmer Pickles' field. Just as Roley is about to flatten some loose chippings, Bob spots some unexpected traffic on the road - a family of hedgehogs! Luckily Bob and Scoop manage to get Roley's attention before disaster strikes. Bob and the team decide that the hedgehogs need an underground way to cross the road. Can they find a way to keep the hedgehogs safe?

2:30 PM READING RAINBOW (608) *Toothgnasher Superflash*

The episode begins with Levar Burton giving his car a tune-up in a garage. The featured book reading is "Tooth-Gnasher Superflash" (by Daniel Pinkwater) about a family that buys a very unusual car with some interesting features. Guest kids show models of their "ideal" cars. Viewers see an ornately decorated VW bug, a car production assembly line, and a specially-designed solar energy race car. Other featured books are "Fill It Up" by Gail Gibbons; "Tin Lizzie and Little Nel" by David Cox; and "Truck Song" by Byron Barton.

3:00 PM BETWEEN THE LIONS (401) *Art Party*

Can Lionel and Leona make sense of a mysterious painting? Guest star: Kelly Ripa. Designated Reader: Mo Lewis. Key word: party. Target vowel: r- controlled a

3:30 PM CURIOUS GEORGE (120) *The Clean, Perfect Yellow Hat/Bee Is for Bear*

The Clean, Perfect Yellow Hat - The yellow hat comes back from the dry cleaners so beautiful and clean that George can't help wanting to show it off to Compass the pigeon. But a little wind and an errant branch create a hole that needs to be fixed before The Man with the Yellow Hat comes home and finds it. Bee is for Bear - While exploring the country, George meets up with a baby bear and a stinging bee. No one believes that George has seen a bear, but they do try to help George learn more about bees. It takes a helping hand from the baby bear to save the bunnies from the bees and to prove to everyone that George knows a bear when he sees one.

4:00 PM DRAGON TALES (316) *A Crown for Princess Kidoodle/Play It and Say It*

A Crown for Princess Kidoodle - It's coronation day in Dragon Land and the gang meticulously prepares for the parade following the crowning of their friend, Princess Kidoodle. It's unbelievably windy, however, and just as they start for the day's festivities, Sir Doodle blows helplessly past with the essential prop for the great event - the crown! No matter how hard he tries, he just can't fly in this blustery weather. He'll never make it in time! It's up to the gang to get the crown to the princess. Along the way, Zak, Wheezie, Ord and Cassie all face personal challenges that they must overcome in order to reach their goal. Zak & Wheezie compromise on an alternate route around the Purple Goo Bog, Ord successfully faces his fear of thunder, and Cassie speaks up-

announcing to all how to get through the giant gates in order to join the coronation parade. The gang arrives with the crown just in time, much to the appreciation of Princess Kidoodle! Play It and Say It - Ord is having trouble learning numbers in Spanish. The gang decides to help him learn by making it fun! They're about to play a Spanish version of hopscotch called Rayuela, when Norm the Number Gnome steals the numbers right off the ground. They search for the numbers playing a game of "hot and cold," or "Caliente y Frio," as Enrique calls it in Spanish, following Norm's clues. Ord's friends share different tricks to remember the Spanish numbers such as rhyming, songs, imagining pictures, and repetition as they search for each number. In spite of himself, Ord starts to learn the numbers. Once they have retrieved all 8 missing numbers, Ord realizes that he can now count from uno to ocho all by himself! His dragon badge glows proudly as he plays a triumphant game of Rayuela.

4:30 PM ARTHUR (403) *Buster's Breathless/The Fright Stuff*

Will Buster's friends treat him the same after they learn he has asthma? Maybe the answer will be found on a guided tour through...Buster's lungs! In the second story, prankster poltergeists have arrived in Elwood City-- and just in time for the "Scare Your Pants Off" costume party! It's boys versus girls in what becomes a great big battle of the pranks, until the kids learn a lesson about practical jokes...from a spooky source.

5:00 PM CYBERCHASE (102) *Castleblanca*

(topic: Finding Meaning from Data) - Dr. Marbles is captured by Hacker and taken to Castleblanca, a cyberspace version of Transylvania. Hacker's goal: transfer Marbles' brainpower into his newly-built robot named Megabyte! Summoned by Motherboard, the kids and Digit arrive with the knowledge that Hacker has taken Marbles to a castle - but which one? There are hundreds and hundreds of castles. To find Marbles, the kids must master the art of properly collecting data, organizing it and graphing the results - which are sometimes surprising! The Big Idea: Data is a lot more than a collection of numbers. When you gather it, organize and analyze it, you can discover useful information hidden in the numbers.

TUESDAY, OCTOBER 31

6:30 AM **BARNEY & FRIENDS (807) *A Perfectly Purple Day***

When Sarah accidentally spills red paint into the blue paint, a mess turns into a perfectly purple day. The children paint pictures, make purple flowers and plan a purple party for their friend Colleen.

7:00 AM **SESAME STREET (4119)**

Big Bird is looking for someone to play with, but the adults are all busy working and running errands. He thinks that the adults aren't any fun at all, so he wishes for them to be just like the kids. To Big Bird's surprise, his Fairy Godperson appears and grants him his wish. Alan, Maria, and Gordon all get transformed into kids! They are all having a great time playing together, but everyone else on Sesame Street is wondering where they are. Luis really needs Maria's help at the Fix-It Shop, Baby Bear needs a bowl of porridge from Hooper's Store, and Mile's is looking for Gordon. Big Bird realizes how important the adults are to Sesame Street and how much people count on them. He wishes for Alan, Maria, and Gordon to be adults again, so they can return to their responsibilities. Alan, Maria, and Gordon had so much fun, though, that they realize that it is also really important to play and to make time for the kids in their lives.

8:00 AM **CYBERCHASE (102) *Castleblanca***

(topic: Finding Meaning from Data) - Dr. Marbles is captured by Hacker and taken to Castleblanca, a cyberspace version of Transylvania. Hacker's goal: transfer Marbles' brainpower into his newly-built robot named Megabyte! Summoned by Motherboard, the kids and Digit arrive with the knowledge that Hacker has taken Marbles to a castle - but which one? There are hundreds and hundreds of castles. To find Marbles, the kids must master the art of properly collecting data, organizing it and graphing the results - which are sometimes surprising! The Big Idea: Data is a lot more than a collection of numbers. When you gather it, organize and analyze it, you can discover useful information hidden in the numbers.

8:30 AM **ARTHUR (102) *Curious George's Home for Pigeons/Out of Order***

Curious George's Home for Pigeons - Compass may be a homing pigeon but sometimes he has trouble finding his way home. George decides to make him a place to stay on their balcony. After much experimentation, George creates a tree that The Man with the Yellow Hat might not recognize but in Compass's eyes is the perfect pigeon perch. Out of Order - When George sees a very nice lady leaving packages behind everywhere she goes, he figures she must be very forgetful. He decides to be helpful by gathering up all the packages for her. When Betsy explains to George that the nice lady is actually the mail carrier, they have to figure out a system to match the packages up with the correct address and return them fast!

9:00 AM **CLIFFORD THE BIG RED DOG (101) *My Best Friend/Cleo's Fair Share***

My Best Friend Emily decides she must find something "special" for Show and Tell. After an exhaustive search of Birdwell Island for the perfect thing, she learns that sometimes the best things in life are right under your nose. Cleo's Fair Share Cleo gets a new toy and doesn't want to share it. She soon learns that it's not so much fun playing with a new toy without your friends.

9:30 AM **DRAGON TALES (318) *All Together Now/Team Work***

All Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! Team Work - While searching for Giggie Flowers, Zak and Wheezie happen upon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

10:00 AM **IT'S A BIG BIG WORLD (115) *Sappy Monkey/Growing Pains***

Sappy Monkey: Winslow eats too much sap and gets sick to his stomach. Smooch and Snook, with the help of the other animals, teach him about healthy eating. Growing Pains: Smooch is planting a garden and wants to keep everyone out, including her friends and a grumpy worm. After a conversation with Snook and some more investigation, however, she learns that different animals can help her garden grow. EDUCATIONAL OBJECTIVES: Healthy Eating - Eating foods that are right for us and in the right amounts

and patterns are what help us to be healthy and have energy. Gardening- Gardens require planning and care, and certain animals can actually help the growth of plants in a garden.

10:30 AM JAKERS! (109) *Song of the Banshee*

When Piggley, Ferny and Dannan hear strange noises in the barn, Piggley decides it's the "song of the banshee"-which frightens Dannan more than she wants to admit! When she finally confesses her fear to her friends, they search for the source of the noise...and discover it's only Wiley the sheep trying to lead his uncooperative flock in song. Jakers! Live and Learn: Cobi Jones and kids describe times in their lives when they were afraid to talk about their feelings-and how opening up to friends or family made them feel so much better.

11:00 AM CAILLOU (312) *Caillou The Artiste*

A Present for Mommy - Mommy's having a bad day - first she can't find her car keys, then she and Caillou have to shovel the car out, and then the car won't start! At playschool Caillou decides to make her a present to cheer her up. His first two attempts don't turn out but he perseveres and makes her a picture of a sun - to melt all the snow!Caillou the Chef - Jeffrey and Jason are coming over for dinner -it's a make-your-own pizza party! Caillou feels he is an expert at this and starts to show them how to do it. When the twins both opt for less-than-traditional ingredients Caillou is upset that they're doing it all wrong. In the end, however, their pizzas turn out just fine and Caillou learns that everyone has their own unique way of doing things.Caillou the Painter - Caillou's got a brand new painting shirt and decides to paint something for Grandma. He has a little trouble deciding what to paint. He wants to use all his colours and paint all his favourite shapes. Mommy tells him that paintings don't have to be about something and he proceeds to make his own abstract painting! Meanwhile Rosie and Daddy are pressing a flower for Grandma. When Grandma arrives she is thrilled with her very artistic gifts.

11:30 AM BOB THE BUILDER (307) *Whitelines and a Winter Christmas*

Bob, Muck and Roley are busy using a line marking machine to paint white lines on the road. But when Spud secretly attaches the line-marking machine to Travis, he unknowingly leaves a wiggly, white trail behind him! Can the crew stop Travis and clean up the wiggly white line? And, it's Christmas Eve and Bob and the building team are decorating the yard. A heavy snow falls and Farmer Pickles calls to say he's snowed in! Fitting Scoop with his snow plough attachment, Bob sets off to the rescue. However, he forgets his mobile phone and Wendy sends Dizzy after him with it. When Dizzy gets stuck in a snow drift, will the team find her? Will everyone have a Merry Christmas?

2:30 PM MR. ROGERS NEIGHBORHOOD (1672)

3:00 PM BETWEEN THE LIONS (601) *Mrs. McNosh Hangs Up Her Wash/Knuffle Bunny*

The cubs find some unusual items on Mrs. McNosh's clothesline, but they're reluctant to turn over their favorite things for a good washing.Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds er/ir and -y, and features vocabulary words related to clothes and laundry.

3:30 PM CURIOUS GEORGE (101) *Curious George Flies A Kite/from Scratch*

Curious George Flies a Kite - A gusty morning at the country house leads George to experiment with aerodynamics. In the wind, birds soar, ping-pong balls roll, and bricks don't move at all. But the best thing of all for a windy day is a kite. George, with the not-so-willing assistance of Jumpy Squirrel, discovers the wonders and the perils of kite flying.From Scratch - Gnocchi, the cat, is accused of scratching the booths in Chef Pisghetti's restaurant. To prove Gnocchi's innocence (and eat cannoli), George decides to mount an investigation. Using his scientific inquiry skills, he observes the differences between the scratches Gnocchi makes with her claws and the scratches left on the booth and shows that his friend was wrongfully accused.

4:00 PM DRAGON TALES (317) *Moving On/Head Over Heels*

Moving On - Cassie's favorite big sister, Sophie, is going away to cooking school and Cassie is devastated to see her go. Enrique sings a Spanish farewell song as the sisters embrace. The gang tries to cheer her up about missing Sophie. They take her to their favorite spots in Dragon Land to have fun, but everywhere they go, Cassie is reminded of Sophie and is sad all over again. Enrique suggests that instead of trying to forget Sophie, Cassie do something that reminds her of Sophie. Cassie decides to make Goo-Berry Pudding, one of their favorite recipes, but finds she is sad making it without Sophie. When Cassie's little sister comes wanting to help, Cassie decides to teach her little sister to cook, just like Sophie taught her - and feels much better! Head Over Heels - Quetzal's brother Fernando is sick. When Quetzal asks the gang to bring him a delicious bowl of gazpacho, they are eager to help. To get there, however, they must pass by Trumpy the trollbooth troll. The toll? One cartwheel each. This worries Emmy, who's embarrassed to admit that she doesn't know how to cartwheel. Her friends help: Ord shows her how to balance; Cassie explains the "ready, hand-hand, foot-foot" method; and Zak and Wheezie coach her inkeeping her arms straight. Emmy keeps on trying, and even though she'sfrustrated, she gradually improves. When they reach the bridge, the gang encourages a nervous Emmy to do her best, and everyone cartwheels successfully enough to cross the bridge and deliver the soup to a grateful

Fernando. On the way back, everyone is surprised to learn that Trumpy is sad because he can't do a cartwheel himself and hoped to learn by watching everybody else pay the "toll." The gang, including Emmy, is happy to help him learn.

4:30 PM FETCH (804) *Fernkenstein's Monster/D.W., Dancing Queen*

Fernkenstein's Monster - Inspired by Mary Shelley's "Frankenstein," Fern tells a tale so scary that Arthur and the gang become afraid of her! Can Fern prove her skills as a writer and create a different story that's fun instead of frightening? *D.W., Dancing Queen* - Binky decides to teach D.W. to dance, but she just doesn't seem to get the moves. Is D.W. a no-talent klutz? Or is it Binky's teaching that needs practice?

5:00 PM CYBERCHASE (501) *The Halloween Howl*